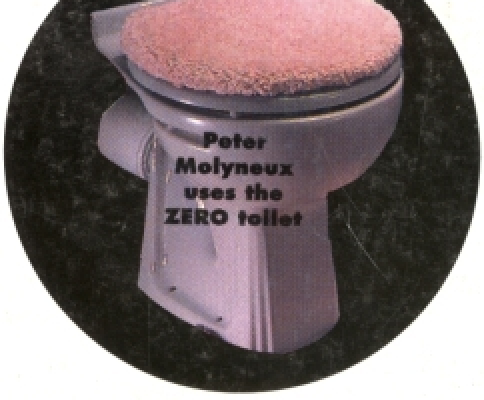
ZERO



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PLAYING GOD?

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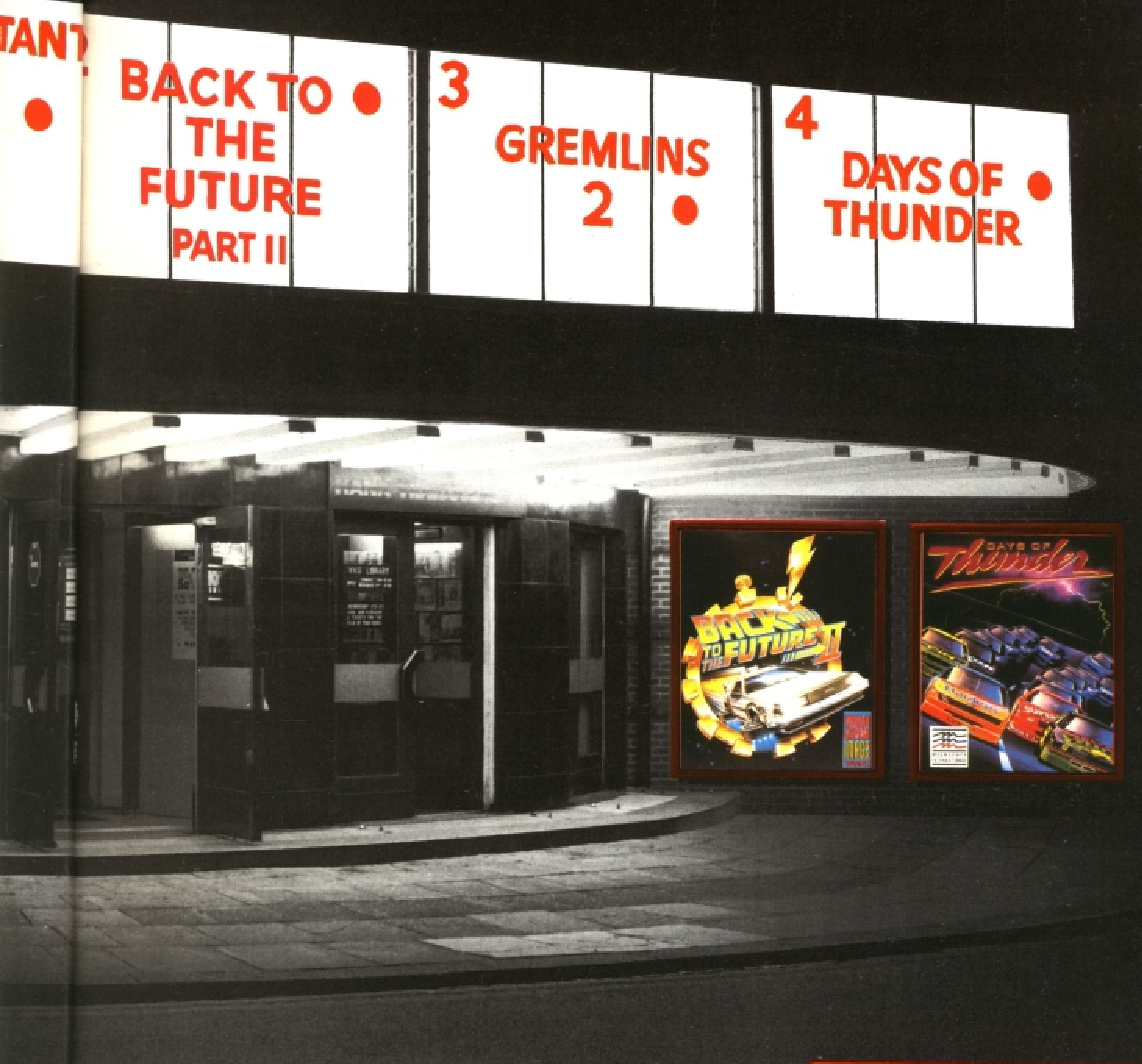
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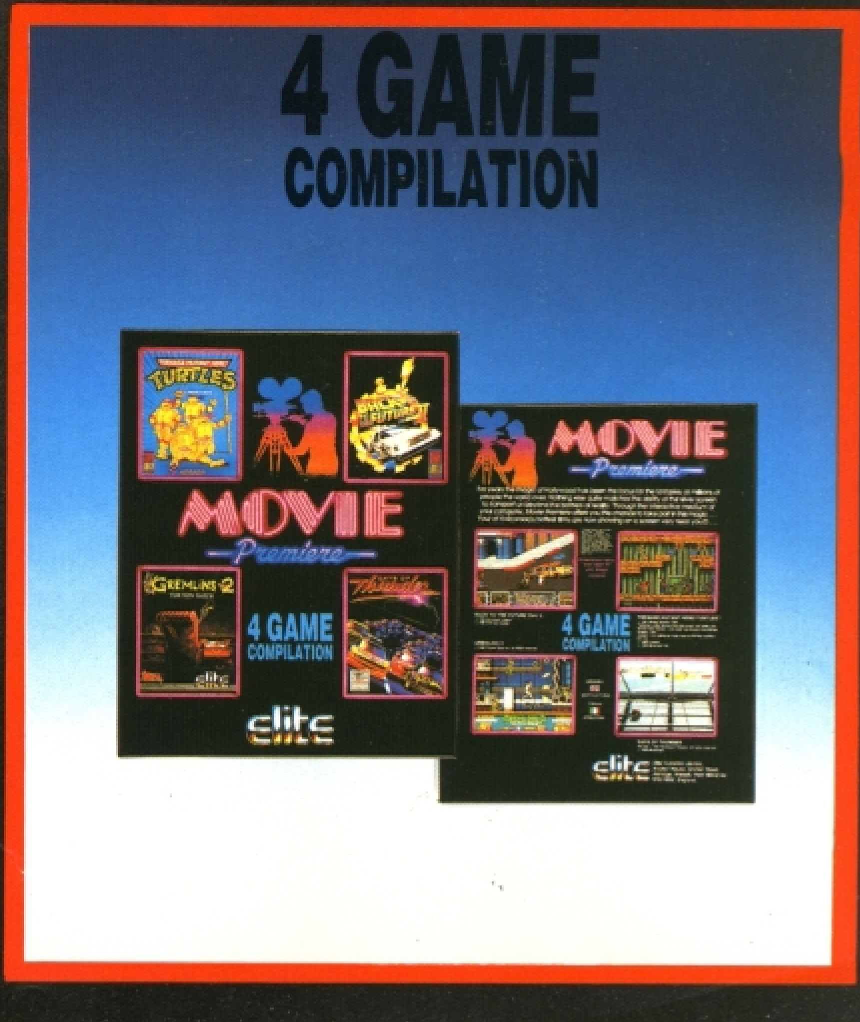
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ZERO 26



ZERO on the job.



Populous 2 - Exclusive page 27

ZERO

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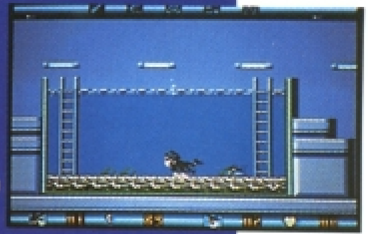
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GAMES LIST

The ZERO Games List – even longer than a Tolkien novel.



Blues Brothers - Page 55



Elvira's back - page 13

DISKO

Yes the heat is on with two – count 'em – two gyrating little beauties on our cover. From now on there'll be no need to trot down to Ritzys or Cinderellas and fork out six quid on a Baby Cham. Now you can burn baby burn in the privacy of your own bedroom, simply by switching on your ST, Amiga or PC and playing with your disks. Turn up the sound to pump up the volume – and then lock your door. (After all, you don't want anyone to catch you doing the New Kids dance in the mirror.) In a nutshell, here's more dirty dancing than you could shake a very old Patrick Swayze at.



POPULOUS

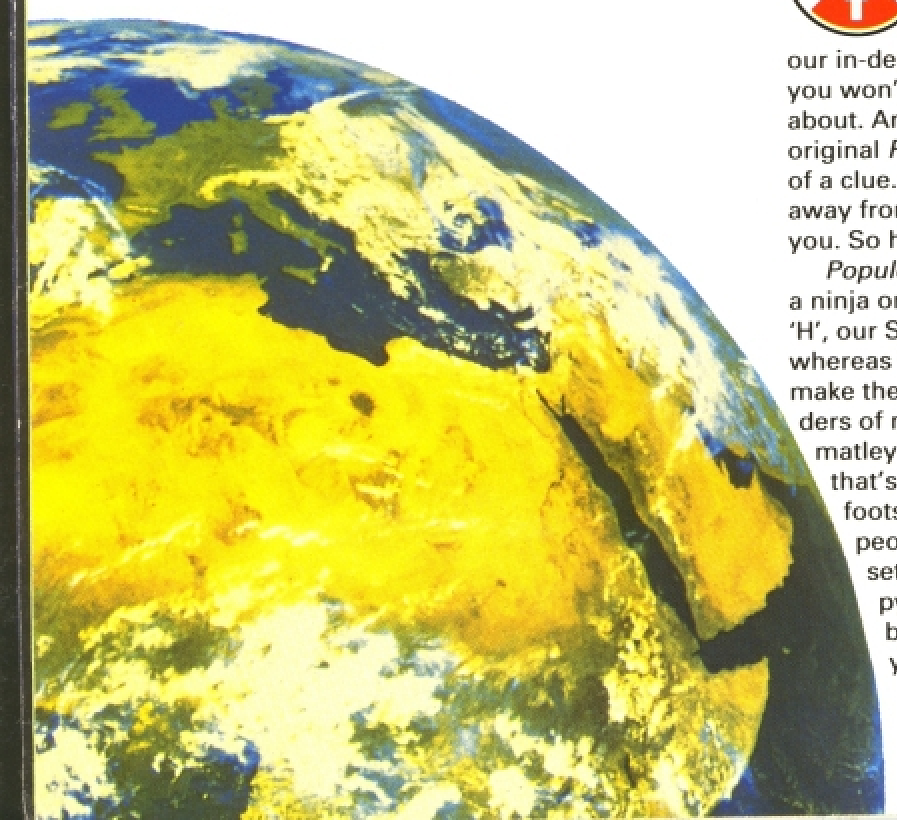
DISK 1
Playable demo

Electronic Arts/Bullfrog

A bit of a ZERO hat-trick is this one, eh? Not only have we chosen *Populous II* as our cover theme and brought you the world's first ever review but now we're also giving you a snapshot version of the fab game itself in the form of a playable demo. If you haven't already turned to our in-depth exclusive review on page 27, you won't have read what *Populous II* is about. And if you've never played the original *Populous* , you'll have even less of a clue. Hmmm, there's no getting away from it, we're doomed to enlighten you. So here goes.

Populous II is about being Him. No not a ninja or robotic killer but Him with a big 'H', our Sweet Lord Himself. However, whereas God had six leisurely days to make the earth, you, thanks to the wonders of new technology, have approximatley five minutes in this demo. And that's what you do – follow in His footsteps and build land for your people to live in. And when they're settled, you try to make them happy. The reason for your benign behaviour is not entirely selfless: you want to turn them into simpering idiots so that they'll worship you, no questions asked. The more popular you are, the more you'll be worshipped and the more 'manna' or power you'll acquire. The problems arise, however, when you realise that you're not the only God in town. There's a rival God to contend with and he means business. He's moved his people onto the land and, surprisingly enough, they're not very keen on yours. Given half a chance they'll pick a fight and kill your lot. In addition, their God will try to thwart your peeps by the cunning 'natural disasters' method. And you too can try this (at home).

Right you've got your disk, so slot it into your machine. ST users please note, you must not touch your keyboard. Once the disk has loaded, an icon menu will appear. *Populous II* is mouse-driven so lefthand click on the icons to obtain a description of what each one does. Then click on Start and away you go...



SHINY HAPPY PEOPLE

So you're a good egg at heart and the first thing to do is build some flat land and plant some trees so that your people will want to settle and build houses. Your goal is to get as much flat land as possible to make your people ecstatic. Once you've created some flat land, more houses will appear. When your house flags are flying high, right hand

INFERNO



click on the houses and people will move out and make more houses. The more houses you have, the more manna you'll acquire and the quicker you'll have your people languishing in the luxury of palatial buildings. You can adopt a green approach by clicking on the tree icon and planting a few saplings.

However, you've not only got your little people to worry about, you've also got to keep an eye on the multiplying enemy hoardes. Turn your back for a nano second and the heathen blighters will have built some houses on your plain. What's more, they also have their heinous Lord watching out for his boys (and girls). One minute, you're happy as a sandboy planting baby oaks and watching your shacks mature into palaces, the next he's sent a thunder storm with lethal bolts of lightening, plus whirlwinds and fires. Not to be outdone by his bellicose tactics, you too can make his people suffer. And this is where the fun really starts. But remember if you're a manna-free zone, you won't be able to implement any of these rather smart disasters.

And er... that's it. Play the demo and you'll realise how completely fab the finished game will be and how the demo's pretty damn fab in itself.

ICON SEE CLEARLY NOW

1 People icon – lefthand click on it for two options.
Up/Down arrow – raise/lower land.
Papal magnate icon – left hand click on it and place it where you like.

2 Tree icon – left hand click on it and then on tree icon which appears. Now go forth and cultivate (by left hand clicking on land).

3 Cloud icon – left hand click on it to call up whirlwind and storm icons.
Whirlwind icon – lefthand click on it and place it where you want the damage.
Storm cloud – left hand click and place it where you want that stormy weather.

4 Flame icon – lefthand click for torch icon. Left hand click on torch icon and place it near some houses or trees for some humdinging arson.

5 Go to papal magnate icon – left hand click and all your people will flock to the papal magnate. The first person to touch it will become your leader (and will be distinguished by the rather heavy golden ball he has to balance on his head).

6 Settle icon – lefthand click on this if you want your people to settle. Right hand click a house with a flag if you want some of its inhabitants to move out and settle in more houses.

7 Fight icon – left hand click on this if you want your people to pick a fight with the red basts.

8 Lurve icon – left hand clicking here makes two people become friends and, rather spookily, turn into one of double strength.

9 Question mark icon – lefthand click on this icon and place it on the house or person you want some info about. It or he/she will appear in the arena view (top right). For example a person's fighting skills will be illustrated and when you move away from him, a click on the question mark icon and then a quick right hand click on him in the arena, will take you to wherever he is.

10 Game requester icon – enables you to change game options.

11 Manna bar – red line shows how powerful you are.

12 To scroll to a particular part of your land which is hidden, right hand click on this overview of your world in the left hand corner.

13 The arena – this shows your people (represented by blue blobs) and your enemy (the red blobs). It also shows the person you want info on (see question mark icon).



DISKJOINTED?



Do you suffer from this affliction? Can you bend your fingers back to your wrist without doing yourself an injury? Then er... you've come to the wrong place. Unless of course you also happen to have a cover disk that doesn't work. Yes, this is the 4 Easy Steps Guide to getting your disk to perform (oo-er). So be sure you take note:

1. Make sure you've actually got your own computer. Bunging your disk into the nearest Lloyds' cashpoint simply won't work, or make you popular with your bank manager.
2. Once you've established that you've got an ST, Amiga or PC, switch it on, put the disk in and wait for it to load. If you're a PC owner, remember there's only one disk you can use.
3. You've cut your toe-nails, been to the barber's and got back from the pub to find your screen still blank. Nothing, rein, nada, niente (for our European readers).
4. Okay now's when you take drastic action. Pop the little bast (no not your brother, the disk) into a padded envelope with a note explaining the trouble you're having. Send the whole caboodle to: **ZERO Disk Returns, Production And Distribution, Tob House, 11 Edward Street, Bradford, BD4 7BH.** If, however, you think your problems could be solved by a mere phonecall, then ring the **ZERO Disk Problem Hotline** on **(0274) 736 990.**

AMMOTRACK

DISK 1
Complete PD game



Computer Connections

In a new venture into the exciting world of PD software, here's a free playable game from Computer Connections for your ST. It's a rather super rolling, road blast 'em up culled from the Hewson back catalogue prior to that company's untimely demise. This high speed scroller has you at the controls of a car (that seems to have been made by the *Blue Peter* team out of two toilet rolls and an egg box). Driving it couldn't be simpler so we'll leave you to suss that out for yourselves. You'll have a limited number of missiles so use them wisely. If you can't avoid hitting that roadside rock, then blast it to non-existence. Otherwise you'd be best advised to shoot the other 'road users' who leave behind valuable extra missiles, lives, fuel and time icons. Hurrah! Oh, and happy motoring!



If you like what you see and want to find out more about Computer Connections extensive PD library, then pop 60 pence worth of stamps into an envelope and mail it to **Computer Connections, Ashlaw House, Euximoor Drove, Wisbech, Cambridgeshire, PE14 9LS.**

ANOTHER WORLD

DISK 2
Playable demo

(1 Megs only – sorry)



US Gold/Delphine

Type GO to start game. Press F1 for the animated intro and F2 for the playable demo part. Use the numeric keypad for up, down etc and press Space Bar for fire.

JOYSTICK CONTROLS:
Joystick left – walk left
Joystick right – walk right
Joystick left and press right button – run left
Joystick right and press right button – run right
Joystick up – jump
Press fire with joystick in central position – kick
Pull down joystick – crouch down
Pull down joystick and press fire – kick at ground level

You've been in *Populous*' world and it's opened up your appetite for worlds in general. Well, here's a taster of Delphine's corking *Another World*, underwraped last issue. You play Lester Knight Chakin who happens to be a nuclear scientist. One day he's larking around in the lab when things take a turn for the worse. He's catapulted into... you guessed it, another world: a spooky planet where he must use his wits to survive. Well our fab demo is an excerpt from level one of the game. The first part is a rolling demo so all you have to do is sit back and watch how Lester is transported to the strange planet. When the second part begins you can play for yourself. Help Lester out of the bowels of the earth and off you go....



VIDEO KID



Gremlin

Hot off the press from Gremlin comes this playable demo of its new cutie arcade title, *Video Kid*. Fed up with sitting in front of his telly the kid has only gorn and gotten himself sucked into the video (kids today, eh?). In order to escape, he has to discover and battle his way through five worlds. In this little playable taster you'll see Western World. Controlling the kid is a simple case of up, down, left, right, and fire really so you shouldn't have too many problems in that department. *Video Kid* should be a December release from Gremlin on ST and Amiga.




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Oi!



THE CHAOS ENGINE

The next release from the Bitmaps will be called *The Chaos Engine*, and takes as its setting a Victorian England that has fallen foul of global catastrophe. The root of this state of affairs lies in the invention of the drug crazed inventor Baron Fortesque – the Chaos Engine, the machine responsible for rending the very fabric of space and time. It's time somebody pulled the plug and, that somebody, of course, is you. Controlling up to three characters from a party of six you embark upon your perilous mission into the heart of Baron Fortesque's rambling country manor. *The Chaos Engine* is a top down eight way multi scroller set to combine the best of 'computer role-playing games and classic Bitmap Brothers action'. You'll have to wait until the Summer of '92 to find out for yourself when The Chaos Engine appears on all formats.

ELVIRA
The Arcade Game

Just after Accolade has proved how successful *Elvira* has been as a graphic adventure, here comes Newcastle based Micro Value to bring the Mistress Of The Dark to the arcade genre. Micro Value is also a firm at the forefront in making computer games trendy – it's called its new label Flair. Anyway, in her new escapade, Elvira sets out to help restore an old wizard king to his throne, because his kingdom has been overrun by squillions of evil beasts. Boasting three massive levels, an interlevel teleport and a trading section where a 'highly novel' and 'interactive' sub-routine is employed for trading spells and info. *Elvira The Arcade Game* will be out on ST amiga and PC er... about now really.



SPORTING USA



Electronic Arts is about to treat us to a festival of sports with a distinctively American flavour. The highly acclaimed *Earl Weaver Baseball II* which has caused a rumpus in the US akin to Beetlemania (almost) is set to appear in Blighty. Now Electronic Arts has announced it's to convert its Sega Mega Drive *John Madden* title to the Amiga in time for Christmas. (This incidentally is universally acclaimed as the best American football title available.) See next issue for more details.

PC

CHART

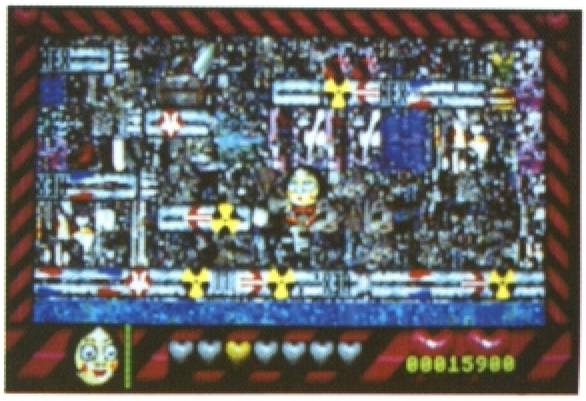
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6	MIGHT AND MAGIC III New Worlds/US Gold
7	MEGAFORTRESS Three Sixty/Mindscape
8	TERMINATOR 2 Ocean
9	POOLS OF DARKNESS SSI/US Gold
10	MIG-29M SUPERFULCRUM Domark

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

TOP BANANA



Everybody and their uncle seem to be jumping on the environmentally friendly bandwagon these days. Now make way for the world's first environmentally friendly computer game box. (*You what? Ed.*) Yup, you heard right. And inside this biodegradable receptacle you'll find a 'green' arcade romp by the name of (wait for it) *Top Banana*! The first product from new software publishers Hex, *Top Banana* has already been going down a storm on BBC micros, and is now all set to hit the Amiga and ST. According to the press release, it's been "thoroughly tested and honed to maximum playability by hardened arcade players from the Holland". (Ah, that explains it.) Before the ZERO Weirdometer starts twitching irrevocably, *Top Banana* wasn't coded in the Land Of The Clog but was actually executed in good old Blighty by computer trendies and video scratchers, Hardwire. The music for the program is by Coldcut, and you probably won't be surprise to hear that the game boasts revolutionary graphics sampled from video and TV. Hex is convinced this new technique will have a major impact on future games and videos, so get ready to check it out for yourself. *Top Banana* hits the streets as you read this, but if you fancy a free T-shirt into the bargain you can order a copy direct from Hex on **(071) 701 0652.**




Everyone's favourite 'rude fruit' makes its 16-Bit debut (don't titter).



ON THE GRAPEVINE

● **Global Effect** is a title poked firmly up the sleeve of Millennium (nestling next to the monogrammed hanky). This is a sort of *Sim City* style game but offering the possibility of two player head to head action.

● US Gold apparently has yet to start converting the classic Sega Mega Drive hit **Sonic The Hedgehog** to home micros, though it's held the licence to do so for some time. It does, however, have another exciting product in the pipeline and scheduled for release early in the New Year, and that is **Greyhawk**.

● Maxis the US developers behind the legendary *Sim City* are working on a new title that sounds similar to Sid Meier's *Railroad Tycoon*. (Funny really, when you remember that *Railroad Tycoon* was heavily indebted to *Sim City* for its style of gameplay!) Called **A Train,** the title in a nutshell will combine both games into a city and railway building epic. Don't be surprised to find Ocean marketting this future hit when it's completed in the New Year.

● Palace is working on a title using the adventure system first put to use in *Demoniak*. This time the game, entitled **Jekyll And Hyde** will be a mouse-driven graphic adventure.

● Another unconfirmed rumour has it that Lucasfilm, currently trying to do justice to the **Star Wars** movies on NES, is thinking of continuing this crusade onto home micros. The idea is to produce a flight sim based upon Geoge Lucas' box office smash. Stay tuned for more info as we hear it.

● Early in the New Year, Virgin should be unleashing **Conan The Cimmerian** upon us. Robert E Howard's barbaric hero will be given the arcade adventure treatment on Amiga and PC, and what we've seen of it so far seems reminiscent of Virgin's earlier success, *Spirit Of Excalibur*. Oh and talking of which, the Arthurian sequel, **Revenge Of Excalibur** is also set to appear in the UK. (Remember we told you about both of these titles in our report from the Summer CES in August.)

● Summer '92 is the date pencilled in by Psygnosis for the release of **Shadow Of The Beast III**. Reflections, the team behind the two prequels will also be doing the biz on this, the third and final instalment of the saga. This time not only will graphics and the like be state of the art, but the gameplay will be top hole. Hmm, isn't that what they said about the last one?

SHOWBIZ SAVINGS



Well, with the demise of the old PC Show there are few events that you lot (Joe Public) can actually get into. Probably the two most interesting prospects are November's Commodore Show, and our very own (sister magazine's) Computer Shopper Show. Both take place in London and guess what? If you're thinking of toddling down to any of these then you'll be quids in with ZERO.

The Commodore Show is taking place now at Earls Court 2 – that is from November 15th, 16th (both days 9.00am to 5.30 pm) and the 17th (9.00am to 4.00 pm). (This magazine should hit the streets on the 14th so you'll have to get your skates on. Amiga and PC users will mainly be catered for but there'll also be the latest developments in CDTV and Virtual Reality on display too. If you snip the coupon below you can save a cool 75p from the entrance price. (*Whoooo! Reader's Voice*)

If you manage to miss the Commodore Show, then don't dispair because the Computer Shopper Show is set to take place in the Wembley Exhibition Halls from December 5 – 8. Furthermore ZERO will be there on it's very own stand along with Game Zone (our brand new sister console title, and Radio Luxembourg (to tell you all about the ZERO Hour Radio Show). Bring along the coupon below and you could save one whole squidlie off the entry fee (or four pounds off a Family Ticket). Bring along a 'gift' for Capital FM's Christmas Appeal and you'll receive a raffle ticket that could win you a trip in Capital Radio's 'Flying Eye' traffic monitoring plane. The skies the limit!

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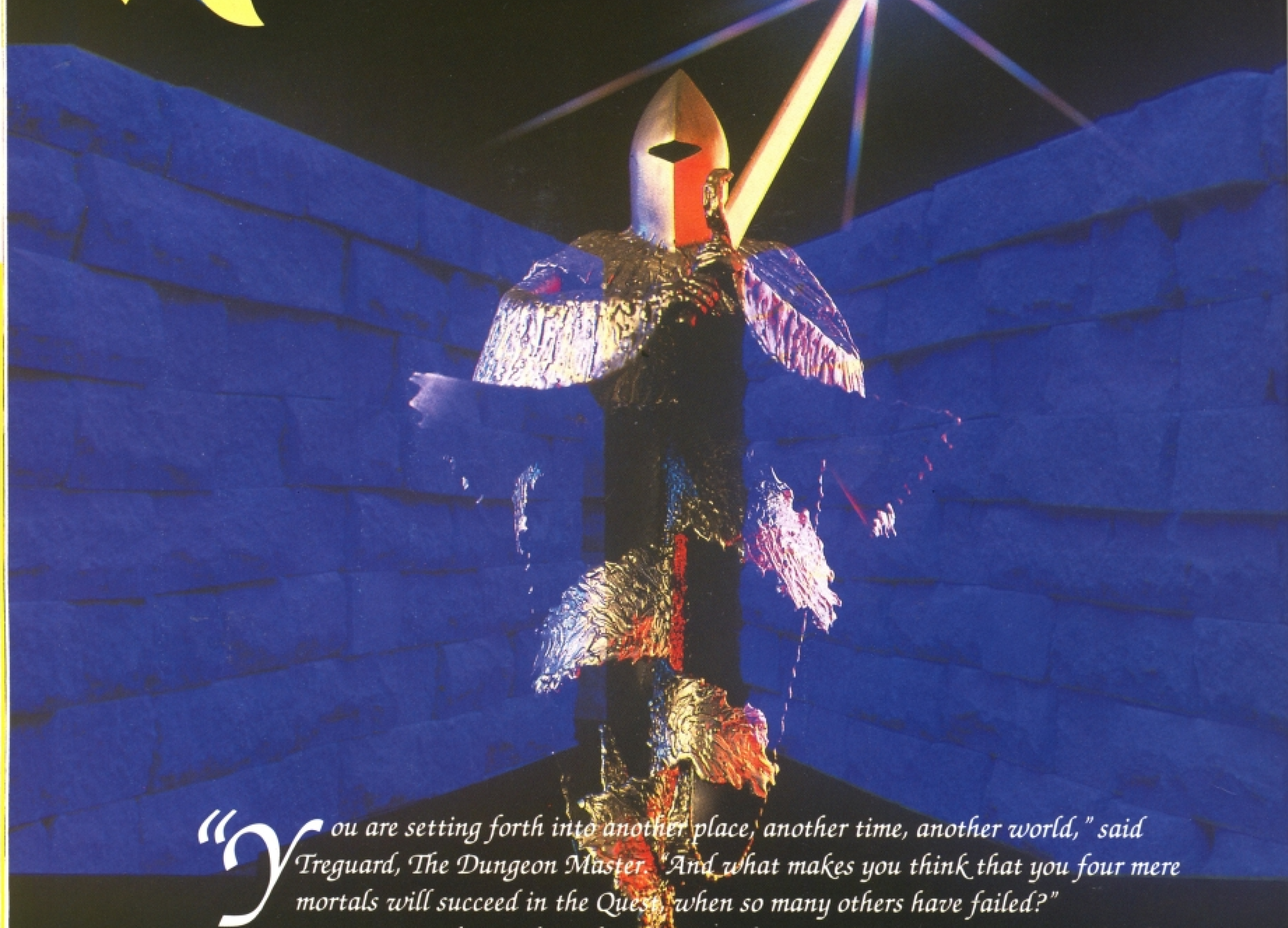
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Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

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Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

CAPTIVE GAME SYSTEM

BROADSWORD

Available for Amiga & Atari ST

Written by Tony Crowther.

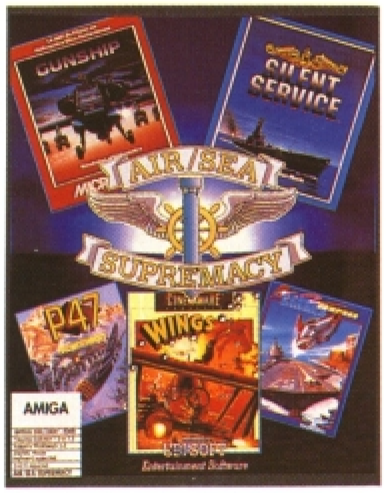
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BARGAIN BUNDLES

All set for the Festive season, numerous publishers are offering bundles of er... bundles for those with value for money high on their priority list. French publisher Ubisoft takes the biscuit, though, with five compilations in the pipeline. *Air Combat Aces* will comprise the rather impressive *Falcon* (Mirrorsoft), *Gunship* (MicroProse) and *Fighter Bomber* (Activision). *Air Sea Supremacy* sports *Silent Service, P-47 Thunderbolt, F15 Strike Eagle*, and *Gunship* – all former MicroProse full pricers, plus *Carrier Command* from Rainbird and *Wings* from Cinemaware.



Quest & Glory compiles the Bitmap's *Cadaver*, MicroProse's *Midwinter*, Mirrorsoft's *Bloodwych* and the Ubi's own *BAT* and *Iron Lord. The Top League* comprises an incongruous but impresive collection of *Speedball 2, Rick Dangerous II, Falcon, Midwinter* and *TV Sports Football*. Finally *Ten Great Games* contains *Ferrari Formula 1* (EA), *Rick Dangerous* (MicroProse) *Pick 'N' Pile, Pro Tennis Tour* and *Night Hunter* (from Ubisoft), *Carrier Command, Satan* (Dinamic) *Superski* and *Chicago 90* (from Microids) and *Xenon 2* (Mirrorsoft). All five will be available on all formats and should (again) be hitting the streets in time to make an appearance in your Christmas stockings.

EYE OF THE STORM

Those Bitmap Brothers have got an awful lot to answer for. No longer are programmers allowed to have lank hair, anoraks, bifocals and bad skin, now they have to be trendy with a capital 'T'. Take Jason Kingsley for example. As soon as he had five minutes spare from coding Empire's *Eye Of The Storm*, it was off to Mr Trend's Boutique to invest in an Adam And The Ants jacket. Nobody had the heart to tell him that dandy highwaymen were a tad passé. Still, *Eye Of The Storm* is shaping up as a bit of a style guru. In a law-free zone populated by plants and aquatic life forms, you get to put an end to the evil doing of hunters – a sort of Greenpeace in space if you like. Read the full review of *Eye Of The Storm* in next month's ZERO.



AMIGA CHART

1	**UTOPIA** Gremlin
2	**FINAL FIGHT** US Gold
3	**LAST NINJA** System 3
4	**FLIGHT OF THE INTRUDER** Spectrum Holobyte
5	**KICK OFF 2/RETURN TO EUROPE** Anco
6	**MAGIC POCKETS** Bitmaps/Renegade
7	**TERMINATOR 2** Ocean
8	**TURRICAN** Kixx
9	**HUNTER** Activision
10	**JIMMY WHITE SNOOKER** Virgin

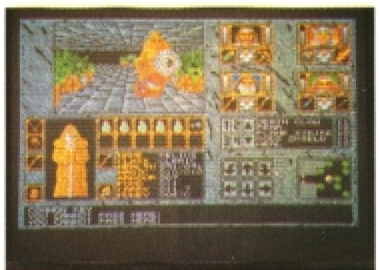
ST CHART

1	**MAGIC POCKETS** Bitmaps/Renegade
2	**TERMINATOR 2** Ocean
3	**FINAL FIGHT** US Gold
4	**FALCON COLLECTION** Spectrum Holobyte
5	**SUPER SIM PACK** US Gold
6	**THE MAGNETIC SCROLLS COLLECTION** Virgin
7	**THUNDERHAWK** Core Design
8	**HUNTER** Activision
9	**THEIR FINEST MISSIONS** Lucasfilm/US Gold
10	**JIMMY WHITE SNOOKER** Virgin

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

ABANDONED PLACES

Electronic Zoo has just signed a brand new *Dungeon Master*-y style RPG that's not for those intent upon keeping a sylph-like figure. You see, it's being coded in Hungary (*Crap joke. Ed*) and it's called *Abandoned Places: A Time For Heroes*. It's presented from the familiar first person perspective and the whole game will take place over a rather enormous map encompassing castles, villages, large overground sections and of course the inevitable dungeons. Expect might, magic, mystery and more treasure than the vaults of BCCI when *Abandoned Places* hits the ST and Amiga in December.



WINTER CHALLENGE

Accolade has just announced the return of a tried and tested formula. It's the sports sim, comprising several events in a series of sub games. *The Games: Winter Challenge* is a timely recreation of the Winter Olympics and features the Bobsled, Cross Country Skiing, Speed Skating, Ski Jumping, Giant Slalom, Downhill, Biathlon, and that old favourite the Luge. Why 'timely'? Because of the 1992 Winter Olympics to be held in Albertville, France of course. Winter Challenge will blend 3D-filled polygon graphics and digitized bit-mapped images rendered in 256 colour VGA to 'create a super realistic environment'. There are three levels of difficulty, up to ten human player participants, and training or eight event tournament options. As for the contestants themselves, they're being digitally captured from live video footage of actual athletes. Want to review your Luge performance? Then opt for the handy replay facility that'll let you recapture your moment of glory. Hurrah! *The Games: Winter Challenge* will hit the slopes (sorry) shops just in time for Christmas on PC only (at the moment).









● Whilst still on the subject of Psygnosis, rumour has it that the Liverpool Docks based publisher is hard at work on a sort of four-player *Eye Of The Beholder*-style title. **Hired Guns** will split the screen into four windows - one for each player, as they set about exploring the numerous interior and exterior worlds in this novel new role player. Expect it in the middle of next year.

● German based software publisher Demonware is currently reported to be working on a space arcade strategy title inspired by the now legendary *Elite*. As leader of a fleet of ships carrying refugees from the Third World War, you have to successfully make your way to a new habitable planet. **Starlight Voyage** should be out on Amiga in time for Christmas.

● Gremlin's conversion of the GDW boardgame, **Space Crusade** is by all accounts much much better than its dissappointing conversion of *Hero Quest* earlier in the year. Scheduled for a Christmas release on Amiga and ST, *Space Crusade* will however still follow closely the scenarios of the original boardgame. Stay tuned for more details next month.

● Core design are planning to follow it's latest title, *Heimdall*, with a *Strider* style beat 'em up under the name of **Wolf Child**. Summer 92 is the likely release date for **Corporation 2** – the sequel to Core's first game as a publisher, and also for **Son Of Chuck** the sequel to *Chuck Rock*.

● While on the subject of sequels, Empire is currently hard at work on **Team Yankee 2**. First on this label, though, will probably be a cutesy puzzle game by the name of **The Cool Crok Twins**.

Somebody stop that pilot – he's legless!



REACH FOR THE SKIES

If you've been wondering what's happened to the brilliant looking Vector graphic Battle Of Britain sim we Under Wrapped back in October last year, it unfortunately slipped somewhat, and missed the Battle Of Britain Jubilee (which was last year, fact fans). Rather than rename the game *The Year After The Battle Of Britain Jubilee*, Mirrorsoft has opted for the new moniker, *Reach For The Skies*. It has been coded in sunny Runcorn by Rowan Software, the guys behind the ST and Amiga versions of Spectrum Holobyte's *Flight Of The Intruder* and *Falcon*. *Reach For The Skies* has been meticulously researched and will offer numerous options including the ability to play either side, fly numerous aircraft and make strategic decisions. As you'd expect from PSS and unlike that other Battle Of Britain title – Lucasfilm's *Their Finest Hour, Reach For The Skies* will place more emphasis on the flight simulation and strategy aspects of one of 'Britain's greatest military triumphs'. *Reach For The Skies* should be available on PC as you read this with ST and Amiga versions to follow.



BATTLE ISLE

The next title from French publisher, Ubisoft, will be a strategy wargame called *Battle Isle*. In the role of Walter Harris (who he?) you are an Earth bound computer gamer who's hot on strategy titles. Somewhow an alien race known as the Drullers get wind of your existance, summon you to the Planet Chromos and enlist your help in defeating the evil Skynet androids. With one or two-player mode, 32 levels consisting 16 maps in one player mode and another sixteen in two player mode, and a whole host of different units to control from infantry to aircraft carriers. *Battle Isle* will be available across all formats as you read this.



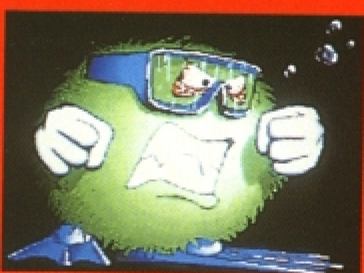
FIRE FORCE

You can't beat a classic formula, can you? Well, Core Design didn't think so when it released its *Ikari Warriors* lookalike, *Warzone*. Now Electronic Zoo seems keen to join in the revival mania with its new title *Fire Force*. It bears a ressemblance to classic view from the side shoot 'em up action à la *Green Beret*. Loads of missions with hordes of objectives await you as you step into the togs of the Special Forces. A whole host of weaponary is at your disposal including M60 light machine guns, M16 assault rifles, rocket launchers, grenades and timed charges. It's gun toting shoot 'em up action á go go, as *Fire Force* hits the streets in December on Amiga and ST for the princely sum of £25.99.

Damn! To get this far, then fall victim to spontaneous combustion!



BRAINIES



After the success of its rather skill *Blues Brothers* arcade romp (see page 55) Titus has just announced the release of its next title. Its a cutesy multi level puzzler by the name of *The Brainies*. Brainies apparently are little vicious and destructive aliens who came to Earth bent on destruction, desolation and domination (Why else would any self respecting alien come to Earth?) Your task inevitably is to put a stop to this. But how? Well conveniently dotted around each screen are sleepers which, when you guide a Brainie onto it, sends the critter to sleep. However, this isn't as easy as it sounds, because like the Brainies themselves, these Sleepers are colour coded. Shuffling the Brainies around the maze-like environment, avoiding getting blocked by each other and the myriad other obstacles to your progress is the name of the game in this new mind-scrambling puzzler from the French publisher. Expect it in the stores on PC, Amiga and ST formats as you read this.



"Alien invasion – what on earth are we going to do?"

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

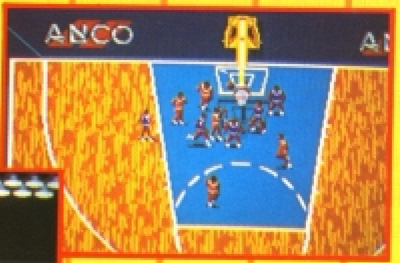
A SIMULATION WHICH IS GREAT FUN TO PLAY

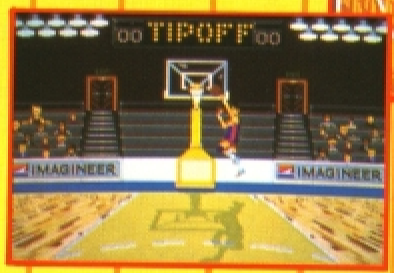
Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

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LETTERS

Just what is it that inspires people to write to the ZERO Letters page? Is it the prospect of starting a stimulating discussion of a topical issue, or simply the chance to get their grubby mitts on a plush ZERO T-shirt? Sadly, it appears to be the latter (ho hum)...

WHITHER MUTT'S NUTS?

I'd just like to make a complaint regarding your constant references to dog's, er... testicles. I'm not complaining about it being offensive or any of that Mary Whitehouse drivel. It's just that it can often be inaccurate. How? Let me demonstrate.

Take one large, frightening, psychotic and soon-to-be-extinct breed of dog (eg Pit Bull Terriers). Add one Government policy and a veterinary surgeon with a large pair of very sharp scissors, snip snip, hey presto, no 'marbles'. Therefore the dog wouldn't have any you-know-whats and so all those excellent games you describe as the dog's wotsits would then have been described as non-existent. Apart from that your mag is excellent, very excellent indeed, in fact it is so excellent words can't really describe how utterly excellent it really is. I think you get the message.

Kevin 'Buckaroo' Buchanan, Accrington, Lancashire.

Interesting, Buckaroo, very very interesting. You might just have caused us to rethink our compliment. However unfortunately, your little diatribe into the demise of 'les ballons du chien' (as our French neighbours so wittily label them) fails to take into account what happens when 'les spheres' leave their owners. They have thousands of uses, including being used in the manufacture of the exciting thousand-and-one-use 'Silly Putty' – you can bounce it, you can make 'prints' with it, you can get it fatally interwoven with the living room carpet – in short, it's excellent. So the accolade stands. **Ed.**

DOUBLE DUTCH

I like your name so much, I named my (very rare) Romanian polar bear after you. Now it's called Ed the Bear.

James Jack, Grijpskerk, The Netherlands.

PS: Is Ed your real name? How did you get it? Do I get a T-shirt?

It's amazing what some people will do to get their hands on a ZERO T-shirt. Some people, like James Jack here, go for the loony Dutch 'Nooden Hoogen' approach, writing madcap letters from 'the continent', others simply try the blatant 'ZERO's the best mag in the world etc etc etc' approach like the letter before. Neither's much cop really. Nor is this next one, which takes the tried and tested 'loony Frenchman' route. **Ed.**

ÉCOUTEZ-MOI!

Bonjour, ça va? J'écris demander pour un «ZERO» T-shirt!! A-ha fooled you. Never mind guys, I even fool most Froggies, you weren't to know... mumble, mumble... boast, boast... Anyway, I actually want to know if you think that it is correct to compare a Mega Drive (pixel, pixel...) with an Amiga (4 channel sound... waffle, waffle)? You see, I have this friend called Tristran, and he thinks that Mega Drives are God's gift to games players, but then there is me. I believe that you can't compare the two, as one is a console and the other a computer.

David Danbury, Halifax, Yorkshire.

Comparisons, eh! Always a tricky subject. As top Irish songstress Sinead O'Connor sings Nothing Compares 2 U *and I think that that says it all really. But why doesn't she get a proper haircut and a couple of nice frocks? She'd make some bloke a lovely wife.* **Ed.**

STRING 'EM UP

I had heard that piracy with violence is still a hanging offence. Does this mean if you smack someone around the head while copying a game you could be hanged? Could be the test case of the century!!

S. Oswin, Denton, Northants.

We passed this little, legal hot potato to our law expert. She claimed that this definition of piracy would only stand if you bootleg games while singing your favourite sea shanty and drinking large tots of rum. Just for the record, as well as piracy, capital punishment still remains on the statute books for two things – high treason, and looking like Leo Sayer. **Ed.**

A WEE PROBLEM

I'd like to add my tuppence-worth to the current rather 'lookist' debate raging in your Letters page (or rather, introduce a more meaningful dimension to it): forget Jane Goldman, forget David 'Macca' McCandless – Duncan McDonald writes the wittiest and most entertaining reviews. Remember kids, we all grow old and unpleasant-looking, smell of wee, then die and rot in the end, and it's what you *do* that matters.

Emphram B. Zimblist Jnr, Zimblist Towers, Sarf Eass Landen.

PS: Amaya's a bit of a 'stunna' though.

I find it hard to 'catch your drift' here Emphram – are you implying that Duncan smells? And are you then suggesting that this is a good thing? If so you are wrong on both counts. Duncan McDonald is one of the freshest, sweet-est-smelling young men you could hope to meet and, as far as I know, dousing oneself in urine has never enabled one to write constructive reviews. As for the 'lookist' debate, it's all very well you naming your favourite 'lookers', but it does leave certain people here at ZERO feeling just a little left out (sniff). **Ed.**

CAT'S ENTERTAINMENT

I have been a subscriber to your magazine for over a year now, but nearly every time my copy arrives my mother refers to it in a negative way, with reference to the monster or other gruesome illustration on the front. Can you put a picture of some kittens on instead?

Matthew Wood, Addiscombe, Croydon.

Kittens? What do you think this is – Women's Weekly*? Perhaps you think we'll start a column for photos of pets in mildly amusing situations and humorous tales about the things grandchildren say. Anyway, as we haven't had any gruesome covers for a long time now, surely your mother could have nothing but approval for our last few covers. Admittedly, those fun-loving 'Rollerbabes' might not be the kind of girls she would want her son seeing, but she must have been delighted with our 'Happy Shiny' Silver Jubilee cover.* **Ed.**

GIRLS GIRLS GIRLS

I would like to ask you guys is if there are any girls in the world who own Amigas? Why am I asking? Well, it's very simple. I've been reading the *Give Or Take* page and I don't remember seeing any girls names at all (well, except one, but that's not much is it?) If there are any girls that are reading this letter P-L-E-A-S-E send an ad to ZERO in the *Lonely Hearts* section.

S., Montreal, Quebec.

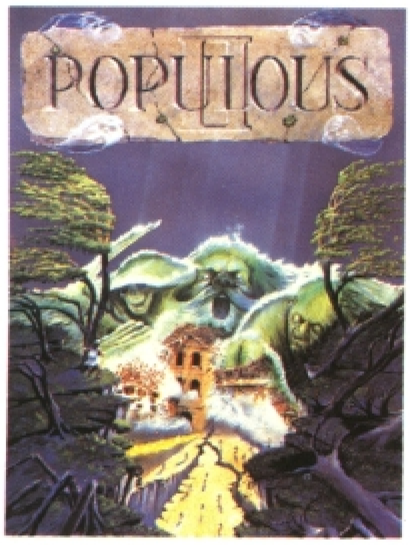
Oh dear, 'girls' is it? Well I think that you'll find some suitable 'contacts' in this month's Give Or Take. *They include one young lady who's very keen on meeting boys with extensive 'hardware'.* **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
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THE GODS ARE BACK AND ALL HELL IS ABOUT TO BREAK LOOSE

Populous II has arrived and it's everything you'd dreamt it might be - and more.

More earthquakes, more volcanoes, more tidal waves,



Available late December for Amiga and ST.
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more deadly swamps, in fact the most devasting natural disasters known to man, and a few he hasn't heard of yet.

This time you find yourself back in Ancient Greece, where as one of the sons of Zeus himself, your aim is to achieve immortality and take your place next to him on Mount Olympus.

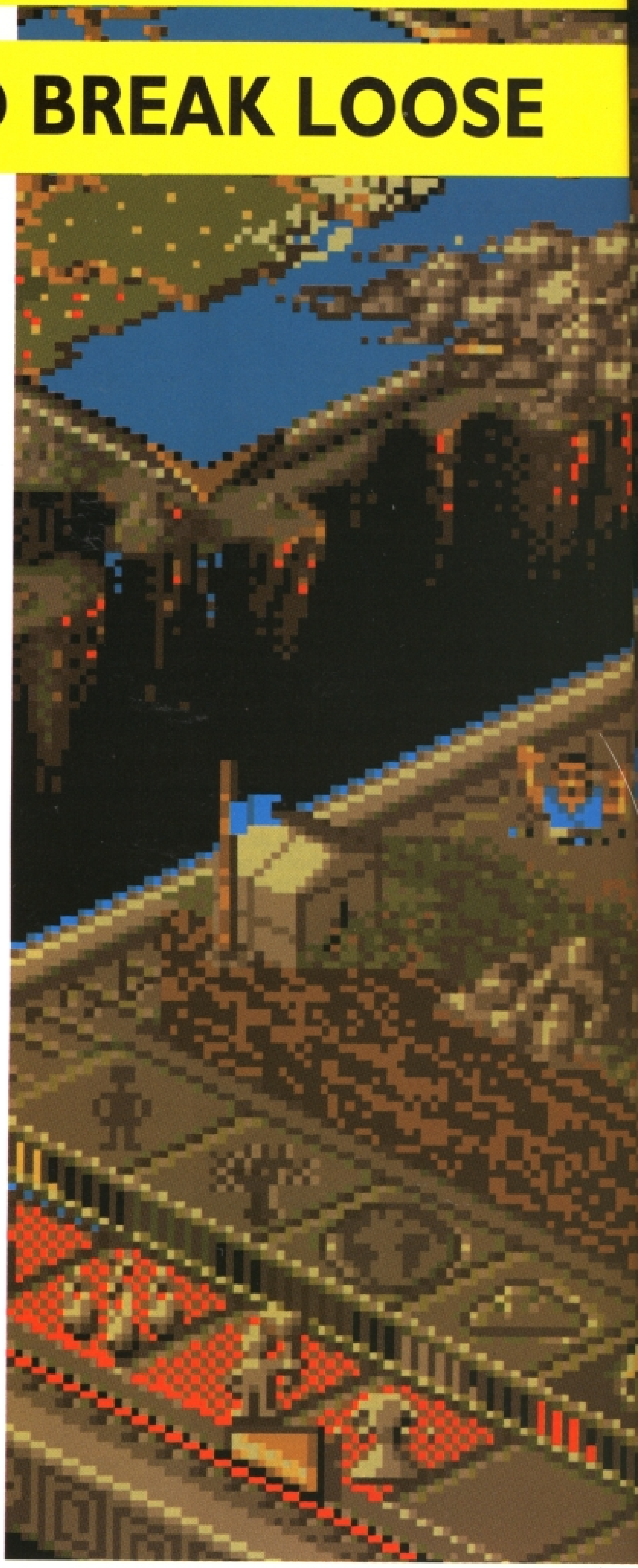
But the old boy isn't going to let you have your way without an almighty fight and he's conscripted 32 of his most powerful deities to stand in the way of your ambitions.

Design your own elaborate settlements with grand houses, roads and trees. Construct city walls in preparation against the oncoming rains of fire, whirlwinds, bolts of lightning and new, especially devious monsters like the foxy Helen of Troy, who leads people to their death with her beauty.



Populous II has 1000 worlds to conquer, 1MB of graphics, 5,000 animations, dozens of new sound effects and a mind-blowing sound track.

To celebrate it's release, you can also collect special Populous II T-shirts, mugs, data disks and interactive clue books from The World of Populous II which you will find in participating retailers.

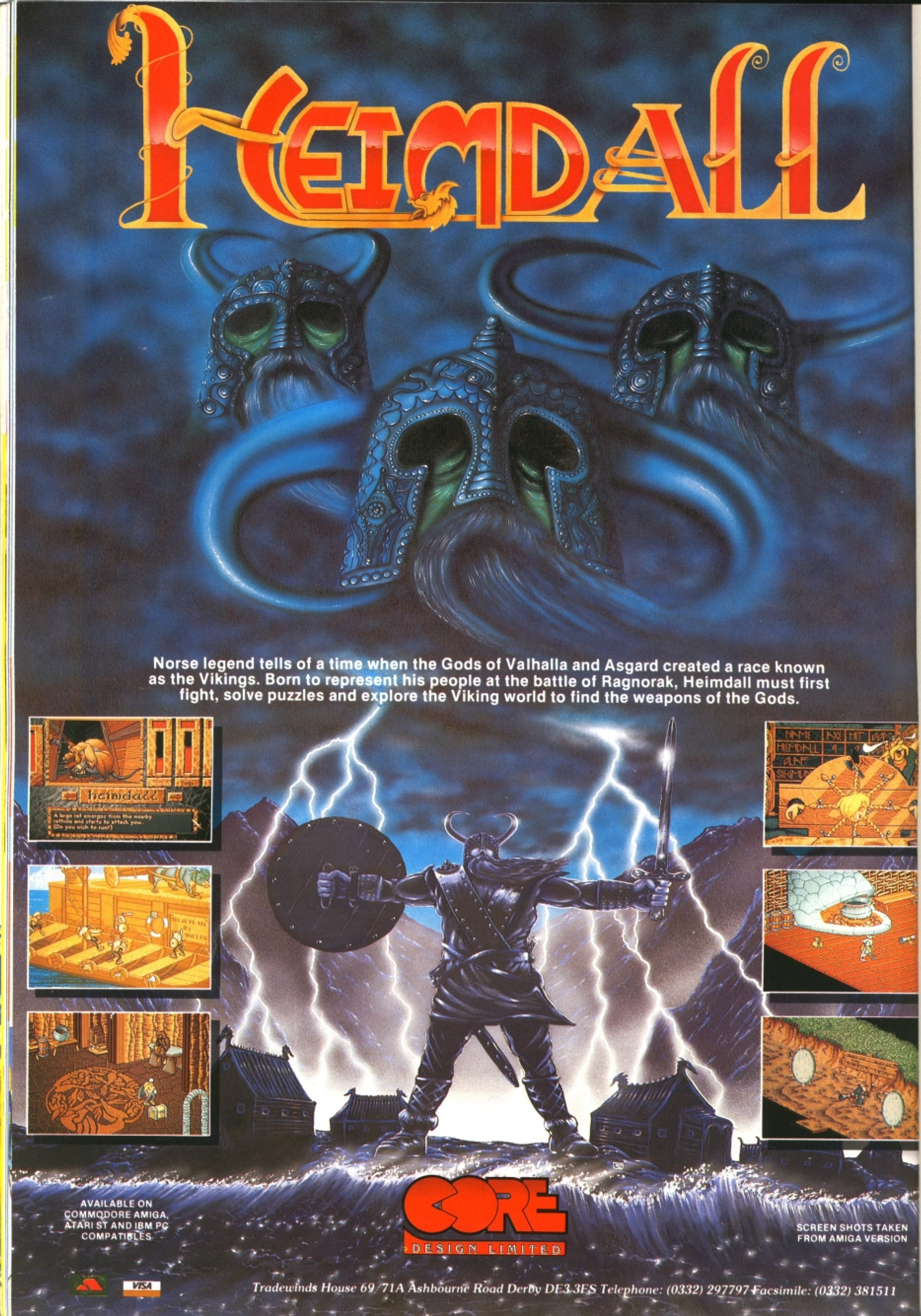




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ZERO reviews

CRITICS' CORNER

***Neighbours*, eh? What a load of crap. Just like our critics, really. With this thought in mind, we 'phoned Down Under and asked if it'd be possible for the ZERO brigade to appear in the popular daily soap opera. And guess what? They said yes. We quickly have to say thanks to Mad Dog Airlines (who flew us to Australia on the cheap), the Channel Seven network (who paid our hotel bills while we were there) and the *Neighbours*' scriptwriters (who wrote six special cliff-hanger endings). The complete episodes will be screened sometime next Summer if you want to know what happened next. (Not that you will.)**



David 'Davo' Wilson *Episode 19,223. Helen's just completed a new painting and has invited everyone around to see it.*
Madge: Helen, I love it. It's the best thing you've ever done.
Harold: I m-m-must say, Helen, I'm awfully impressed.
Paul: Yes Gran, I knew you were good, but this is... it's.... it's...
Jim: Ha ha. Paul's speechless Helen. Only you could manage that. *(Kiss.)*
Helen: Thank you. Thank you all. I love you. What do you think Davo?
Davo: Er, not much to be honest. It's complete rubbish, just like all your trash. Watch this you old bag! *(He rips painting to shreds, followed by end credits.)*



Amaya 'Lopo' Lopez *Episode 19,224. Des has just returned home.*
Melanie: Hello Des. Did you have a good day at the office?
Des: Uuuuh? Who are you? What are you doing here?
Melanie: It's me. Don't you remember? I live here, silly. (Snork.)
Des: Oh yes, of course you do. Sorry, I forgot.
Matt: Hello Des. Did you have a good day at the office?
Des: UUUh? Oh, it's you. Of course. You live here as well.
Lopo: Hello Des. Did you have a good day at the office?
Des: UUUh? Do you live here too?



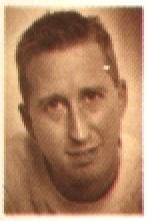
Ben 'Benno' Caudell *Episode 19,225. It's Jamie's funeral.*
Des: Boo hoo hoo hoo. Sniffle sniffle sniffle. Screech. Boo hoo hoo.
Joe: Aaaww, don't cry mate. The little bloke wouldn't want that.
Des: But he was my only son, Joe, and now he's gone forever.
Joe: I know mate, I know. Er, here, have a swig on my tinny.
Des: Thanks mate. Boo hoo hoo, boo hoo hoo. Sniffle. Gulp.
Des: Thanks, Kerry mate. You're all so kind, but my only son is dead.
Benno: Not so fast Des – maybe Jamie wasn't your only son after all. Remember Shirlene? Shirlene Baker? *(Long pause)* My mum?



David 'McCandlo' McCandless *Episode 19,226. Todd's in trouble with the police. He's languishing in a shared overnight cell...*
Todd: If Uncle Jim finds out about this he'll kill me.
McCandlo: Uncle Jim? I thought you said you didn't have an uncle.
Todd: He's not my proper uncle – he's just married to my aunt.
McCandlo: But you told me you were an orphan a minute ago...
Todd: I am. She's not my proper mum, she's, er, a friend of my dad.
McCandlo: You're full of crap. I'm going to smack you in the mouth.
Todd: Oh no... *(Astonished look, followed by end credits.)*



Richard 'Richo' Pelley *Episode 19,227. Everyone's having difficulties telling Catherine and Christina apart. (As usual).*
Paul: Let's get this straight... You're Catherine.
Christina: (Giggle). I might be. Then again I might not be.
Eddie: Gordon blimming bennett, Catherine, which one are yer?
Richo: *(Getting out tattooing equipment.)* I'll settle this.
Christina: Screeeeeeeam! Aaaaaarrrggghhhh! Get him off me!
Richo: There. Now one's got a swastika permanently embedded on her forehead and the other one hasn't. End of problem.



Duncan 'Dunco' MacDonald *Episode 19,227. Due to increased tourism, Eddie's had to take on extra help at The Waterhole...*
Eddie: So, Dunco mate, have yer done bar work before an' that?
Dunco: Yes. I done it before an' that. I'm a cheerful cockney, me.
Eddie: I'm a cheerful cockney bird meself, mate. Apples and pairs!
Dunco: You don't sound like a cockney to me, geezer.
Harold: Eddie!!! You assured Madge and myself you were from London!
Eddie: Bah! Until this bloke bloomin' rumbled me. My caper's over, Harry!
All: *Astonished looks. (Followed by end credits.)*

WHAT'S WHAT

Not *still* confused by our impeccable scoring system are you? We're not giving it to you again you know! No! We *refuse*!...

GRAPHICS 75 ADDICTIVENESS 87 SOUND 40 EXECUTION 80 OVERALL 75

Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.


SPOT™
THE COMPUTER GAME!
"Gameplay that's fit to bust."
Amiga Power
"Original and playable to last a life time. Don't miss it ."
New Computer Express
Available on Atari ST, Amiga and C64 disk.
KEEP YOUR EYE ON SPOT
Amiga screen shots shown.
NO TIMER
NO CLOCK
EXIT
EXTRAS
Virgin
Leisure Genius

POPULOUS II

In the beginning was the game *Populous* and the game *Populous* was with God and the game *Populous* was God and... now there's a sequel and it's pasted all over the cover! *Duncan MacDonald* reviews it and, less impressively, the geezer himself, God, gives his divine opinion.



God: An exclusive snapshot from his holiday album.

RELIGIOUS EDUCATION

Mention *Populous* to most folk and they'll instantly be able to tell you more about it than you actually know yourself – it's that sort of a game. Everyone's got a copy, everyone's played all four trillion levels and everyone's an 'expert'. Everyone, that is, except the thickies – those people who never quite manage to get their finger directly on the pulse of anything. This resumé is for them. (Oh, and also for you newish computer users).

FROM CREATION TO REVELATION

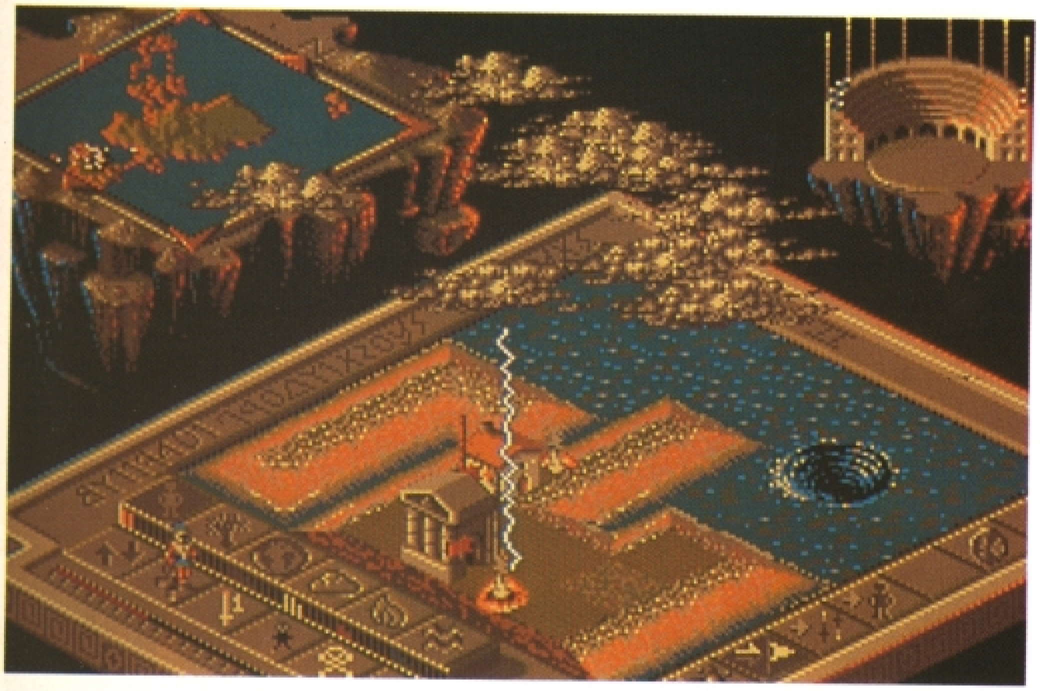
Populous, you stupid clot, happened about three years ago and was what you might call a computing 'event'... a totally original game, the like of which had never been seen before. It actually created a new genre called the God Sim, and spawned a thousand imitations. (*Utopia*? *Utopulous* more like. *Flag*? *Flagulous* you mean. And there are plenty more). The idea behind *Populous* was simple. You played a deity. A supreme being. You looked down over a landscape populated by loads of tiny plebians, and it was your job to make them worship you. All you needed to do to induce this grovelling behaviour was to create flat areas for your subjects to build houses on. Once the houses started springing up, the plebs could go inside, sing your praises, and then reproduce – bumping up both your 'powermeter' and their population. Then, because of their increased numbers, you needed more flat areas for extra housing. And so on. It was a knock-on effect. But that wouldn't have been much of a game in itself, would it? So enter The Dark Forces in the form of another God, either controlled by the computer or a friend (in two-player mode). This other God was up to exactly the same thing as you, flattening land, building up his adoring population and therefore his power. And that was the key to the game – the power (or Manna as it was known). The more Manna you had at your disposal the more able you were to cause natural disasters. One after another after another. Floods, earthquakes, swamps and volcanoes. If your opponent's plebs were breeding like flies and you thought you might get attacked, then there was only one thing to do – hit one or more of his densely populated areas with a disaster. An earthquake for instance. Down would come the buildings while up would pop jagged bits of ground. Total carnage. He was jiggered basically, because his uprooted followers would be homeless until more flat ground was made for them to build homes on – and until they were given this flat ground, they wouldn't pray (losing their God valuable manna in the process and making a 'return attack' less likely). After long protracted battles, one side would begin to flourish while the other diminished. A game would eventually be won by the God whose tribe had a population nearing that of China's, while the loser's tribe generally had the same population as Dixons in Croydon High Street. And that, in a very small nutshell, was *Populous*.



The Greek philosopher Plato was the first Westerner to posit the idea of a single God...



...although the Jews had already been using the idea for a couple of thousand years.



WHAT'S WHAT

TITLE	Populous II
PUBLISHER	Electronic Arts
FORMAT	ST & Amiga/PC
PRICE	£24.99/£29.99
RELEASED	December/Easter

POPULOUS II – AS DESIGNED BY GOD ALMIGHTY

As *Populous II* seems to be the God Sim of the moment, we wondered just how realistic it really was. And there was only one way to find out. We popped to the local church and prayed a bit, eventually getting through to God. After a bit of apologising for our unclean thoughts, we asked how He personally would have improved over the original Populous... what would Populous II have been like if He, God, were in charge? When he'd finished telling us, we compared his design ideas to the actual game. Would they match?



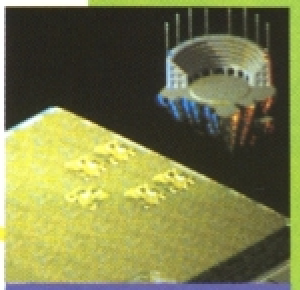


ZERO: Oh Holy Father, er, hello. In the original Populous, nobody knew what you looked like. Did you mind?
GOD: *(Clap of thunder).* Yes! Most unfortunate that. It did annoy me actually. If I was designing the sequel I'd put in an option at the beginning where you'd design my face.
ZERO: Good idea. That's the opener, but what about the main in-game graphics your highness? What would you do with them?
GOD: Aha. Well, one thing that always struck me about the original game, good as it was, was that the sea didn't 'move'. I'd fix that for starters. I'd make waves. I'd probably even make it all tidal, with a sort of surge. I'd improve everything actually. I'd tart it all up like you wouldn't believe possible, with different types of buildings, rocks, trees – the works. And different types of people too – blokes, chicks, the lot. The way they walk, everything.
ZERO: That sounds excellent, Lord. But it'd still look similar to *Popu*...
GOD: It'd look *similar*, yes. The same no. It would be like comparing a Ford Cosworth to a Ford Anglia. I'm talking about different leagues here. Totally different leagues.
ZERO: Oh, sorry. What about the disasters?
GOD: The disasters? Now you're talking my kind of language. The disasters in the original *Populous* were fun while they lasted, but there weren't very many of them – and I wouldn't really have called them 'major league' either. I'd fix that for sure. And while I was at it I'd make certain that they were more 'graphic' too. Do you know what I mean? More 'graphic'?
ZERO: More exciting?
GOD: Yeah. More exciting. That original volcano for instance. Boooring! I'd keep it, but in this game I'd make it literally blow its stack, just like I did with Mount St Helens. Lava all over the shop – rivers of the stuff burning everything in its path. I'd make the lava turn into smouldering basalt once it reached water too – and I'd probably make it so you could build on it.
ZERO: Er. So you'd keep the volcano.
GOD: Yeah. And everything else I suppose – although it'd all be improved – like the earthquakes would wrench the ground apart and form crevices for the plebs to fall into. Actually, on second thoughts I would keep all the original disasters. I'd just make them much much better.
ZERO: But you were saying you'd add disasters...
GOD: Yes. What I'd do would be this. I'd give the player the chance to control six elements. There'd be People, Earth, Air, Vegetation, Water and Fire. I'd make it so that if you clicked on, say, the Fire icon you'd be given several sub-icons. These would be your disaster icons and they'd pertain to the main element. Fire in this case. But you'd need plenty of experience and plenty of Manna before you could use them all.
ZERO: You're being a bit cagey though, what sort of disast...
GOD: (Flash of lightning). Being cagey? You dare to accuse me of being cagey?
ZERO: We beg forgiveness your worship. We just want to know what sort of disasters you could do with the power of fire. We are just squashy grapes in your supreme presence. Squashy grapes who humbly ask forgiveness for being

THE FUNGUS DISASTER – IT'S BRILL!

We could have done a little bit about all the disasters you'll be able to produce, but why spoil things - you'll find out when you buy the game anyway. (And besides, there isn't enough room). For now though, here's what the rather excellent Fungus does:

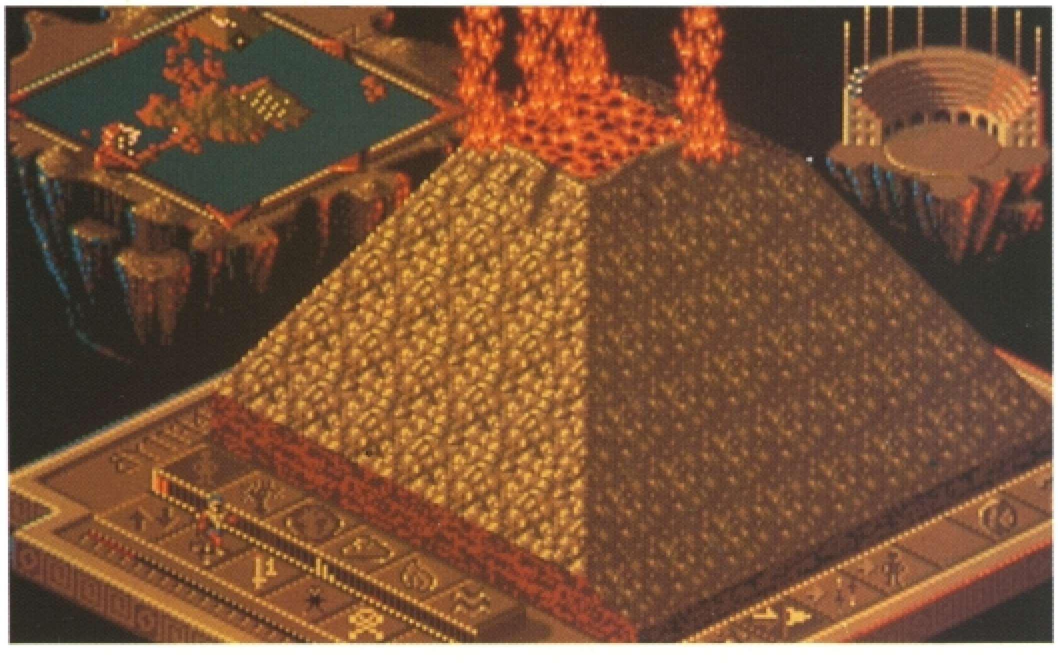
Sow the spores, one after another, in any pattern you like. Once they've taken hold and grown, they'll follow the laws of a game scientists invented which is called 'Life'. Certain patterns will fizzle out, some will remain stationary, while others will spread in ways you wouldn't believe, so if you're crap then be careful. Become an expert though, and you can sow deadly fungal growths that will march slowly but inexorably across the entire map, munching up the opposition. Smart!



1 Let's try this pattern shall we – It looks quite 'scientific'.



2 Er. Oh dear. It's moving backwards. Er, watch out the blues, watch out the blues. Damn, damn, damn!





Immanuel Kant spent yonks proving the existence of God by rational means.



worthless and stupid and ugly.
GOD: That's more like it. Right. How do columns of fire sound? Vertical jets of the stuff? They'd spread through populated areas like a hot knife through butter. And how about fire storms – burning rain falling from the sky? You know about the volcanoes of course, and there'd be more besides.
ZERO: What about the other elements ? Would they be as devastating as fire?
GOD: Is Jeremy Beadle a slimebucket? Of course they'd be as devastating as fire. With air comes the hurricane and the whirlwind – not to mention the electrical storm.
ZERO: The electrical storm?
GOD: I said not to mention the electrical storm. Boom boom! The old ones are still the best!
ZERO: Er, yes... What about the element of water then, Lord? That doesn't sound very dangerous.
GOD: You'd be amazed what you can do with water. Tidal waves. Solid walls of unstoppable devastation. Bung in a few whirlpools as well and you're laughing.
ZERO: What other disasters would you include?
GOD: Plagues – plagues which actually spread from person to person if left unchecked. And fungus – moving fungal growths which follow strange biological laws. And how about strange pools which switch the allegiance of any pleb falling into them.
ZERO: Sounds good. Very good. Any more?
GOD: Several more, yes, but I'm not going to tell you everything you want to know. Gods don't operate like that.
ZERO: What about pleasant things then Lord? Would there be any of those in your sequel?
GOD: I suppose you could plant trees and gardens for your plebs. If you wanted to, that is. They'd like it, and they'd worship you all the more for your troubles. You could make them little roads as well – they'd be able to get around better that way. I suppose I could include some city walls too. Indestructible city walls. Once they're up they don't come down again.
ZERO: Smart. What about the knights? Would you be able to improve on that part of the first game?
GOD: *(Rumble of thunder)*. You dare to ask? The original game offered a paltry one knight. My game would offer six – one for each of the elements. Each with his or her own special powers. They would make the original knight look like Ronnie Corbett.
ZERO: Any more ideas, Lord?
GOD: How about this one, which has just occured... If you were to win a battle I would award you points on your performance. You could allocate these points to the six elements within the game. Build up your fire skills, or your water skills, or your earth skills. Whatever. Build slowly on all six or quickly on a chosen favourite. The choice would be yours: Jack of all trades or master of one.
ZERO: Brilliant. Is there more?
GOD: Yes, there is more. But begone, fleas. You tire me with your nothingness. Begone or I shall smite you.

THE ZERO COMPARISON VERDICT
Blimey, they match perfectly. *Populous II* is exactly what God would have wanted. Amen!



Dunc: What a seriously skill game *Populous II* is. I could end the review there if I wanted to, but I'll continue anyway. Where was I? Oh yes – what a seriously skill game *Populous II* is. The original game was brilliant three years ago and this game is equally brilliant now. Some games date and some games don't. This one hasn't. I was poised and ready to slag *Populous II* off for being too close to the original – but the trouble is that it isn't. It's not just more of the same. All your original playing skills *can* still be used, but they won't get you very far alone – before you make it to the twentieth landscape you'll be thinking, "Oh dear, what can I do to him now that he's done that to me?" There are all sorts of new tricks to learn. Ah. It's a joy. It's like meeting a much-liked old chum again. *(You pseudy bast. Ed).*

You've seen a bit of *Populous II* for yourselves of course, seeing as there's a demo on the coverdisk – but just in case you didn't read the instructions properly, I'd better explain again that the full game is different to the demo. (A) There's no time limit, (B) there are about 200 trillion zillion levels, and (C) there are loads more disasters available – the demo only gives you one icon per element, where there are actually five. Got that? Good.

Hmmm. This is the paragraph that normally tells you whether the graphics and stuff are up to scratch. But you've seen them on the demo, so what's the point. Instead I'll say this – "Hey, the graphics and stuff are pretty good, aren't they." We've got a mutual point of reference you see. So how do I sum up when you know what you're going to expect anyway? I know, I won't bother – I'll just repeat what I've said twice already: "What a seriously skill game *Populous II* is."



GRAPHICS 93	ADDICTIVENESS 93	OVERALL 94
SOUND 89	EXECUTION 92	



SCREENSHOTS: AMIGA

UTOPIA

'Fatherly dictator' *Ben Caudell* struggled to forge his ideal society in Gremlin's *Utopia*. "It was all very simple," he said, "everyone can be equal as long as you all do as I say."



This is what one of those Open University bods with the sideburns and silly glasses would say about *Utopia*: "That's odd. Why are we being presented with a simulation of a command economy when such socio-economic structures have been proven outmoded by the recent collapse of the Soviet Union. Even more odd is the presumption that such a centralist economy can lead to a utopia or a society of equals when in practice it leads to the rise of an authoritarian dictatorship."

What normal people will say: "Clear off, boffin, and take your nylon slacks with you. This takes the building bit from *Sim City* and the isometric graphics from *Populous*."

So a difference of opinion here (Geoffrey). But who's right? Both are, in their own sweet ways. *Utopia* puts you in command of a small colonisation project from Earth. Your main task is to construct various buildings for your colony with the aim of giving your population the highest possible standard of living. So, relying on that old Roman adage of bread and circuses, you might want to knock up a few food-growing machines and a sports stadium.



But all is not so simple, because there are aliens (or an indigenous population) who don't take kindly to you coming and having sports days on their planet without so much as a by-your-leave, and plan to attack you. You, cast as the typical colonist, must wipe them off the face of the planet. So you need to build some missile launchers, some tank-building factories, and more importantly, some laboratories to develop some super-horrible weapons. But of course, all these buildings are useless without three things: (a) money, (b) people and (c) some raw materials. You can deal with the money by giving grants for military and civilian research, the people by building some hospitals and then altering the birthrate (quite how this works I don't know, but then this is a Brave New World) and then allocating workers to certain tasks, and the raw materials by tracking down ore and building a mine.

In fact to tell the truth there are really a load of extra factors (d) to (z) that you have to consider throughout the game but I'll just have to give you a quick sample. Factor (j) is that you can't build too far away from a 'flux pod' that stores electricity, and factor (q) is that you must make sure that you've got enough people to build the buildings.

Oh, and the little-known factor (z) is that you have to play the complete game dressed as a member of Roxette.

***Utopia's Judgement Day*: "Not as good as Sim City, eh?"**



WHAT'S WHAT

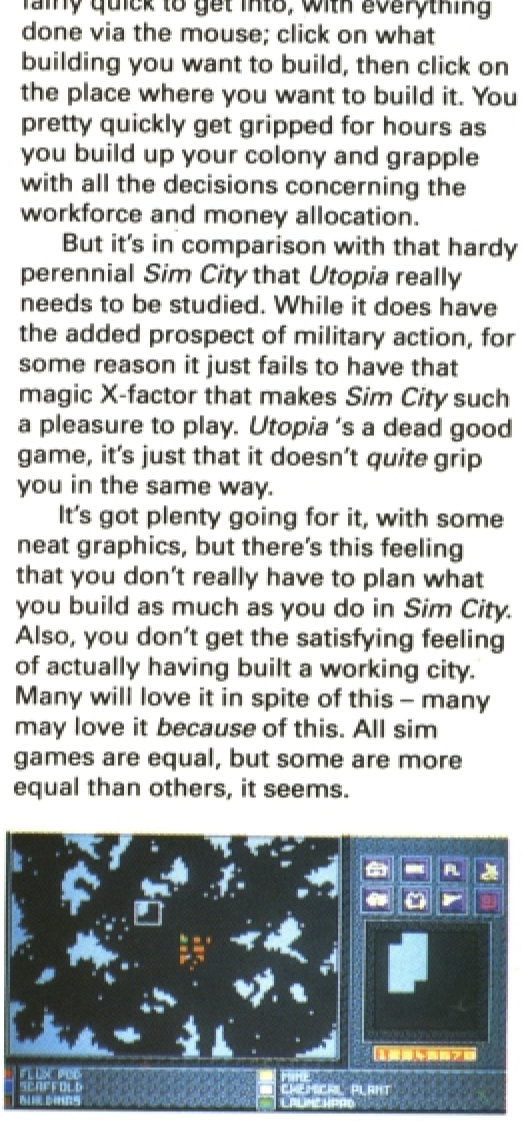
TITLE	Utopia
PUBLISHER	Gremlin
FORMAT	ST/Amiga
PRICE	£29.99
RELEASED	Out now

AMIGA

Ben: Having said that there are lots of factors to bear in mind while playing *Utopia*. You shouldn't get the impression that it's a mind-numbingly complex game to play. It's fairly quick to get into, with everything done via the mouse; click on what building you want to build, then click on the place where you want to build it. You pretty quickly get gripped for hours as you build up your colony and grapple with all the decisions concerning the workforce and money allocation.

But it's in comparison with that hardy perennial *Sim City* that *Utopia* really needs to be studied. While it does have the added prospect of military action, for some reason it just fails to have that magic X-factor that makes *Sim City* such a pleasure to play. *Utopia* 's a dead good game, it's just that it doesn't *quite* grip you in the same way.

It's got plenty going for it, with some neat graphics, but there's this feeling that you don't really have to plan what you build as much as you do in *Sim City*. Also, you don't get the satisfying feeling of actually having built a working city. Many will love it in spite of this – many may love it *because* of this. All sim games are equal, but some are more equal than others, it seems.



You too can build a country like Lenin

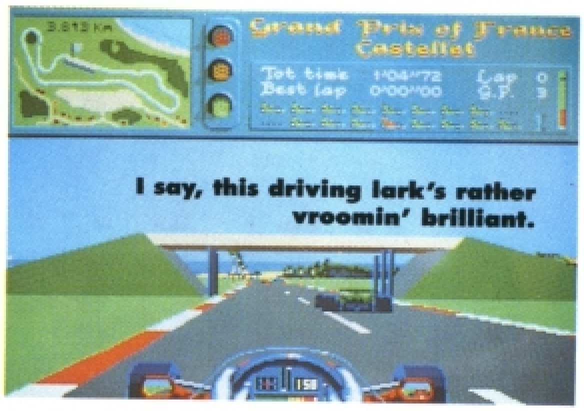
GRAPHICS 88	ADDICTIVENESS 89	OVERALL 89	
SOUND 84	EXECUTION 88		

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VROOM!

Never having been coordinated enough to pass her driving test, *Amaya Lopez* felt a chord of terror strike deep into her soul when the Editor asked her to review Lankhor's new racing game, *Vroom*.



I say, this driving lark's rather vroomin' brilliant.



Driving games, huh? No matter which way you turn there's always another ruddy driving game round the corner. Okay, okay, there have been some excellent driving games, like *Stunt Car Racer, Grand Prix* and *Indy 500*. But there have probably been more crap 'Reliant Robin on a cycle path'-type games released overall, like er... *Outrun, Fast Lane* and others we're too polite to mention. In spite of this, our hearts should go out to the archetypal driving game designer. His is the unenviable task of trying to make his game different. After all he can hardly write a novella detailing the lives of Goromoon and Ifaluk (unless he includes completely irrelevant biographies of the drivers).

Yes, he can include adverse weather conditions – but er, that's been done before. Earthquakes, hurricanes or gushing lava would be rather nice but certain people would no doubt argue that such options forfeit the realism. Then again, he can create 'realistic' scenery, but *Grand Prix* beat him to it on that one. Or he can simply mutter to himself, "I'm just not going to bother thinking up anything new, I'm just going to concentrate on the bits I like best (like the men in the pits)."

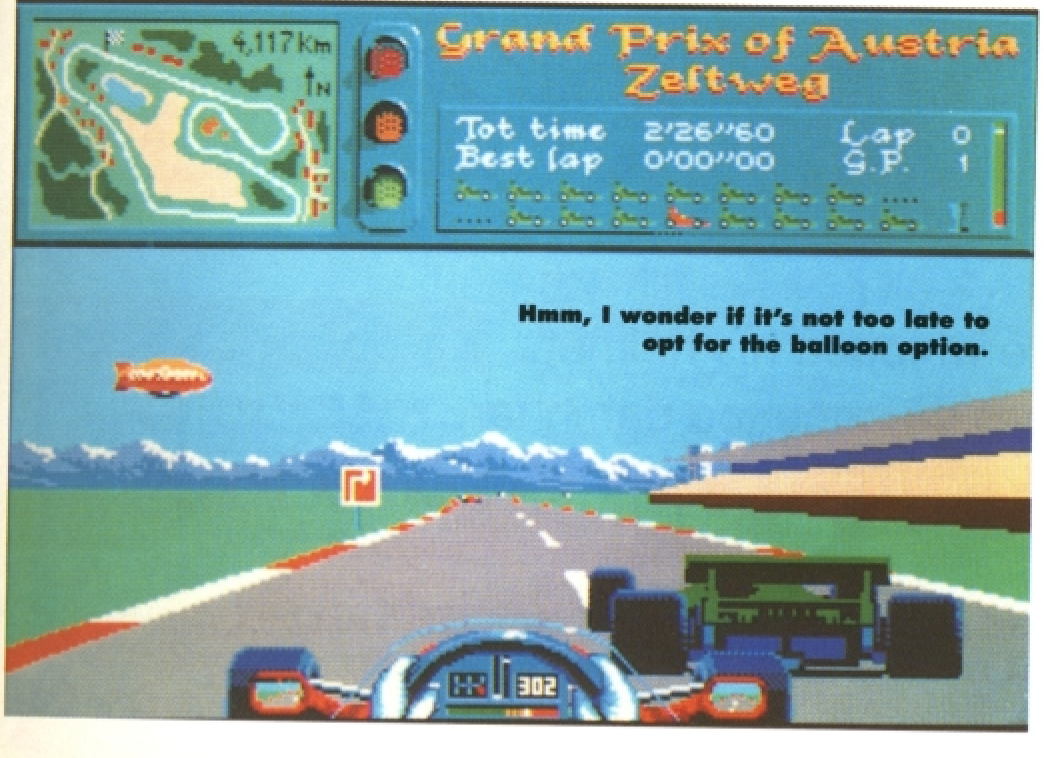
So in a nutshell the options in Lankhor's (of *Maupiti Island* fame) first-ever formula one game are not a jot on the original side. They include the usual training track, the competition track and an arcade section. You can link up two computers for a 'head-to-head' but this is only possible in the competition and training modes. In the arcade section, qualifying depends on the number of cars you've passed.

You have a choice of manual or automatic gears and you can either race all six circuits consecutively or choose a specific Grand Prix from one of the following: Japan, Austria, France, UK, Sweden and USA. In addition, when your tyres start to wear, you can visit those nice men in the pits. Beware, though, throttling down the track at high speeds can result in an exploding engine – and you only have one motor in the arcade and competition races.

Right then, let's see how *Vroom* fared...

WHAT'S WHAT

TITLE	Vroom
PUBLISHER	Lankhor/Ubisoft
FORMAT	ST & Amiga/PC
PRICE	£25.99/£30.99
RELEASED	Out now/Early '92



Hmm, I wonder if it's not too late to opt for the balloon option.

Amaya: I always think that the way to derive the most possible fun in a driving game is if you don't actually drive in real life. The sheer danger factor of careering down a racing track using manual gears and not having a clue what you're actually doing has got to be one of life's most exhilirating experiences. *(So speakeath a secret stamp collector. Ed.)* And this game is certainly exhilarating with a capital 'E'. *Vroom* by name and vroom by nature – speed is the secret of this baby. Faster than any of the *Lotus* games, the graphics are rather impressive for the humble ST with some extremely smooth scrolling. For example when your car zooms down a valley, you can see the road in front with the other cars becoming proportionally bigger as you approach. In addition there are a few neat touches, like the way you see your hands spin the steering wheel at the start of the race and the little wing mirrors with changing views. As for the background scenery, it's also rather pleasant with air balloons cacti and pylons to disturb your concentration.



Sound is brilliant. The effects are incredibly realistic with your car engine revving up then quietening down as it races through tunnels and you also hear the sound of neighbouring car's engines, skids and inevitable crashes.

However, there is one major flaw with the game: only the arcade sequence is playable with the joystick. Getting used to the mouse in the other options must be akin to learning to ride a giraffe. Why the programmers didn't decide to give you the choice of mouse or joystick in all options is beyond me.

Nevertheless, although *Vroom* breaks no new ground, it's a well above average driving game which falls somewhere between a racing sim and an arcade game. What's more, its speed and playability are enough to have you making silly car noises on the bus.

GRAPHICS 86 ADDICTIVENESS 87
SOUND 88 EXECUTION 80
OVERALL 87

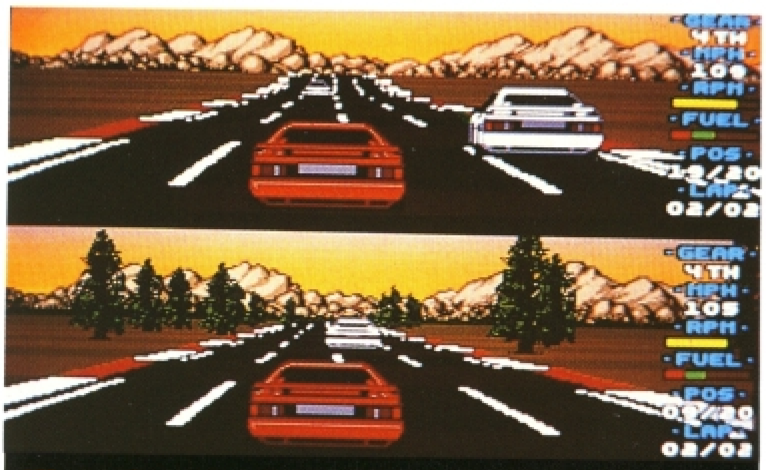
LOTUS II

A screenplay. Script: Duncan 'my second name is Arthur Miller but I didn't marry Marilyn Monroe' Macdonald. Producer: Gremlin. Best Boy: The Ed. *(Of course! Ed.)*

A 40-SCENE PLAY ABOUT *LOTUS II*
(STARRING, POSSIBLY, YOU)

(1) You discover *Lotus II* is a car game.
(2) You discover that you race against the clock.
(3) That there are 'gates'.
(4) Fail to reach the 'gates' in time and it's race over.
(5) You cock-up badly first time so try again.
(6) ...with some different options this time.
(7) For instance, you can pick automatic or manual transmission.
(8) But which?
(9) Automatic's easier, manual is faster.
(10) Er, manual then. No, automatic. Er, no, manual.
(11) Aha – *Lotus II* takes place over 8 levels.
(12) Pick another course then.
(13) Bah. That one was too hard as well.
(14) The graphics and sound are pretty smart though.
(15) So do you want to crack this game or can't you be bothered?
(16) You can't decide.
(17) Knock knock knock.
(18) Oh, a female 'chum' is at the door.
(19) Brilliant.
(20) Quick, let her in.
(21) Get out your spare joystick – the useless one with packing tape wrapped round the fire button.
(22) Quit from single-player full-screen mode.
(23) Select simultaneous two-player split-screen mode.
(24) Think to yourself, "This'll be a laugh."
(25) Have a fight with your female chum about who uses which joystick.
(26) Your female chum wins the fight... curses.
(27) Plump for the desert course and wait while the scenery loads.
(28) Go! Carve her up!.
(29) Oh. You both fail to reach the gates in time as a result.
(30) Get sent back to the options screen.





Life on the open road can often be full of incredible surprises, thrills and spills, and marvellous chance-meetings with fellow-travellers. *Lotus II* isn't, though.

(31) Choose another track.
(32) This time your female chum makes the gates and you don't – game over for you.
(33) Sit there like a plonker and watch as she drives like a demon.
(34) Chuckle as she fails to make the fourth set of gates.
(35) Wonder how many more gates there actually are on this level.
(36) Decide you don't really care.
(37) Buy something 'extra-special' from a funny shop round the corner.
(38) Suggest to your female chum that she joins you in a 'perv session'.
(38) - (40) Well! Good Lord!



Dunc: I love driving games and I thought this one was going to be a cracker. But it isn't. Oh dear. Let's take the 'storm' level as an example. It's raining. There are flashes of lightning. There's thunder rumbling away. It's all dead gloomy and atmospheric. It even feels chilly. A promising start, so foot down and accelerate to full speed, avoiding the roadside obstacles and computer controlled cars (hitting them slows you down). Get to the gate. Left, right, left, right. Screech, screech, screech. Phew, made it. Extra time. Then again. Then again. Then not.

So why don't you feel 'involved'? Maybe it's the unrealistic handling of the car. Maybe it's because there don't seem to be any 'surprises'. Maybe it's because *Lotus II* is just like *Outrun*. Aha, that's it. It's *Outrun* in flashy trousers, and I've personally had enough *Outrun* clones to last me a bally lifetime.

So how about two-player mode? Great! Oh. Not so great, actually. Two-player racing games are all about carving one another up, but if you go in for that you probably won't get to the gate on time. (And if one does and the other doesn't then the two-player fun is over anyway – no clever catching up if your half of the screen says 'Game Over').

Lotus II may have showcase graphics and sound, but they just can't make up for the extremely mundane and rather dated gameplay. If Gremlin had put all their efforts into something along the lines of a simultaneous two-player split-screen version of the excellent *Toyota Celcia GT Rally*, I'd probably be singing a totally different tune. As it is, I'm not. Ho hum.

WHAT'S WHAT

TITLE	Lotus Esprit Turbo Challenge Two
PUBLISHER	Gremlin
FORMAT	Amiga & ST
PRICE	£25.99
RELEASED	Out now

GRAPHICS	90	ADDICTIVENESS	60	OVERALL 80
SOUND	90	EXECUTION	80	

G-LOC R360





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Spectrum Cassette

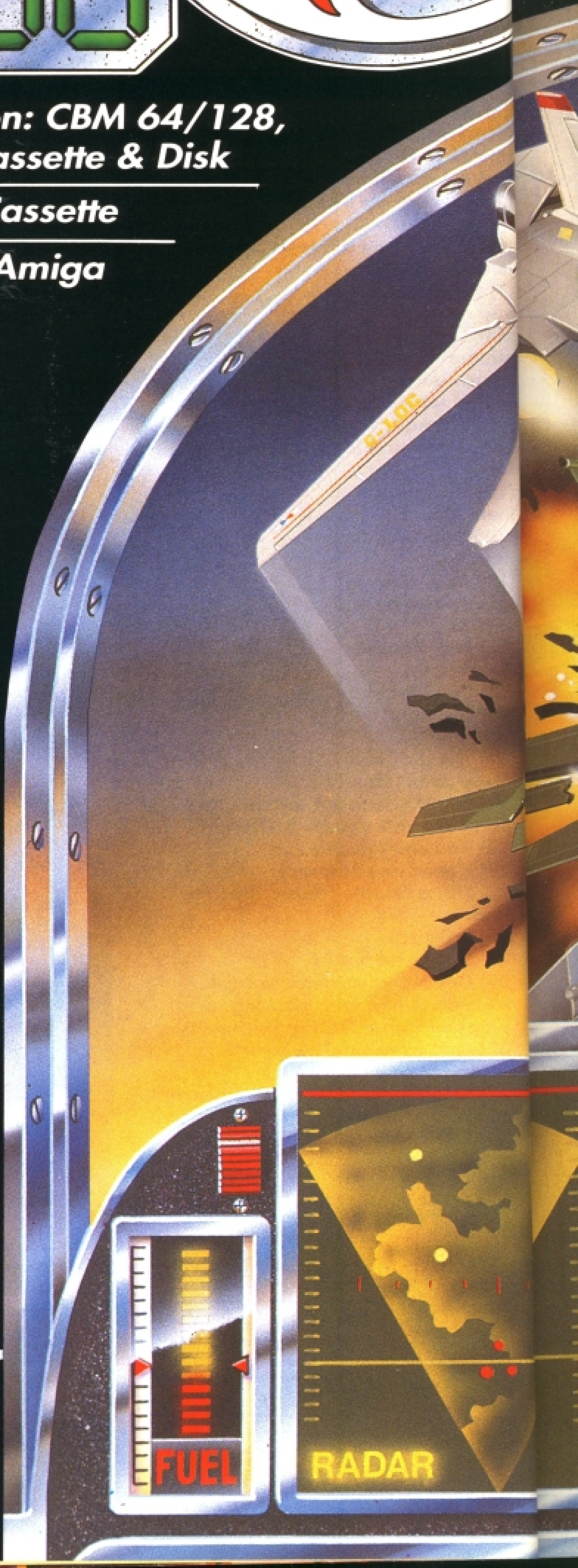
Atari ST & Amiga

Screen shots from Coin-Op version

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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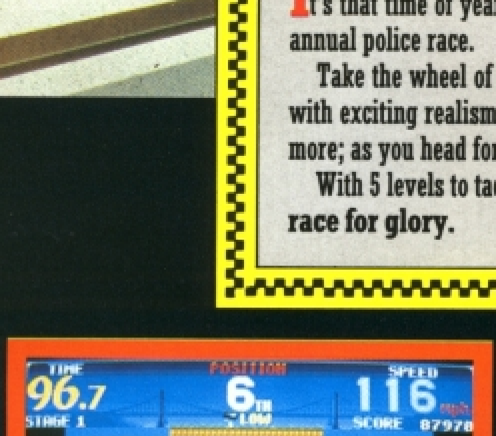


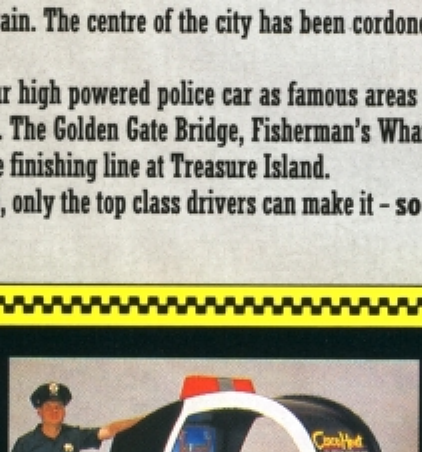
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IMAGE WORKS





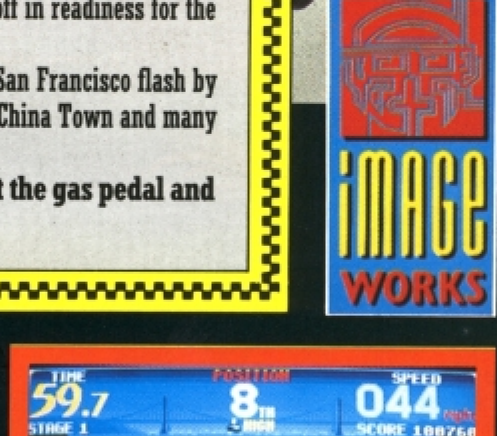
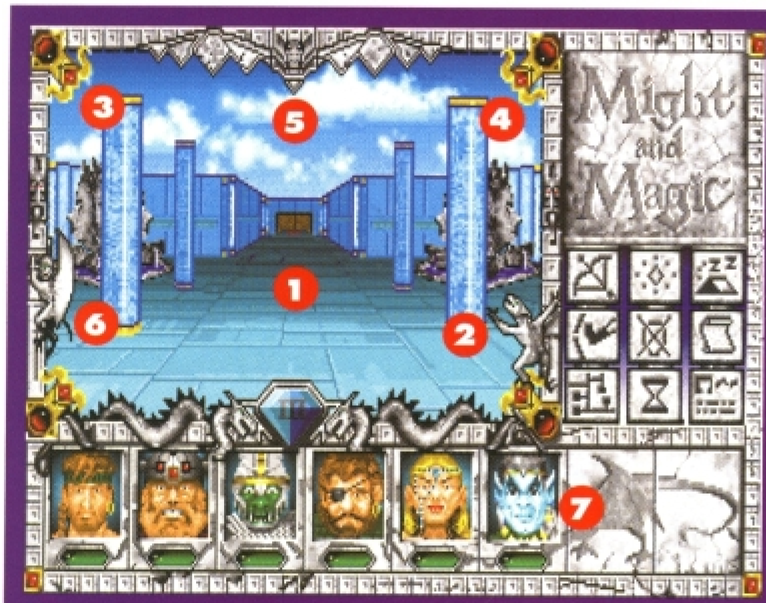


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MIGHT AND MAGIC III



Pick up the burning faggot (No, no, simmer down!), strap on your leather bodice (Missus, no don't!) and prepare to penetrate (Titter ye not!) the bowels (Nay nay, and thrice nay!) of another sword and sorcery epic. *David Wilson* went all innuendoey over *Might And Magic III*.



1 Here's the main game graphic. This is what you can see. Er... it's a large troll.

2 If one of your party has a Detect Secret Passages skill then this creature waves his little arm at you if you stand in front of a concealed entrance.

3 If one of your party has a Direction Sense skill then this gem will show you which direction you're facing.

4 These little gems light up to tell you if you have an active protection spell (eg Elemental Protection, Beadle Protection etc).

5 If one of your party has a Danger Sense skill then this bat thing will open its mouth to indicate the likelihood of attack.

6 If you are using a Levitate Spell, then this gargoyle will flap his wings to indicate that the spell is in effect.

The Control Icons
There's a selection of icons for controlling your party. They'll change in different situations to be more relevant, but here we've got shoot, cast, rest, automap.

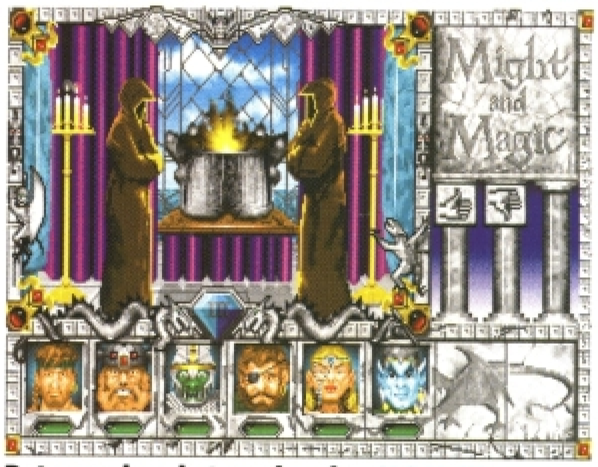
7 This is your party. You can meet other adventurers along the way whose services are up for hire. A system emulating traditional *AD&D* die-rolling helps you create your own characters at the outset.

Might And Magic I and *II* didn't really cause much of a stir on this side of the pond. But now with the release of *MMIII*, New Worlds Computing has set out to change all that. The new instalment of *Might And Magic* boasts souped-up VGA graphics, a giant world comprising circa fourteen islands – and more might and magic than you could shake a large staff at. The whole game comes packaged with a novella style booklet that sets the scene and provides helpful hints. Corak the Mysterious, the hero of *M&M II*, has changed his name by deed poll to Corak The Rather Gullible. It seems that his whole quest in the prequel that culminated in the termination of the evil Sheltem was a waste of time. Sheltem was only a hologram. Oh well, a super-hero's work is never done. Corak sets out to finish the job, and you, hardy adventurer, set out in his footsteps to explore the Isles Of Terra, picking up the clues he's left behind and ultimately assisting in topping the bad guy. This, then, is the background, and in the forefront you'll find state of the art graphics and a complex icon driven control system. The screen conforms to the traditional *Dungeon Master/Eye Of The Beholder* format with a selection of character icons, control icons and a graphic panel representing your first person perspective view. *M&M III* also sports further embellishments with graphic decorations around the main screen which animate to indicate the presence of danger, magic or hidden passageways.

PC

David: We're a much more discerning lot of gamesplayers than our American cousins. 'Over there' any old mediocre sword and sorcery title achieves a huge following. If the UK market had been the sole judge there probably would never have been a *Might And Magic II*, let alone *III* (not to mention *Magic Candle II*). Every cloud has a silver lining – the fact that *Might And Magic III* is rather good (certainly when compared to its prequels).

It offers much more complexity in the *D&D* aspects – character generation, the large bar graph-style character attribute screen, class, alignment and a host of arms and armour. I wasn't too happy with the fairly limited combat system. Although you can choose individual characters to fight, the most practical way to fight is to continuously click on the combat icon. Still, in spite of this, the puzzle and exploration elements are well satisfying and the program is packed with atmosphere. All of this detail is unfortunately at the expense of instant accessibility, but it'll light the candle of the true *D&D* aficionado. STOP



Put your hands together for *M&M III*.

WHAT'S WHAT

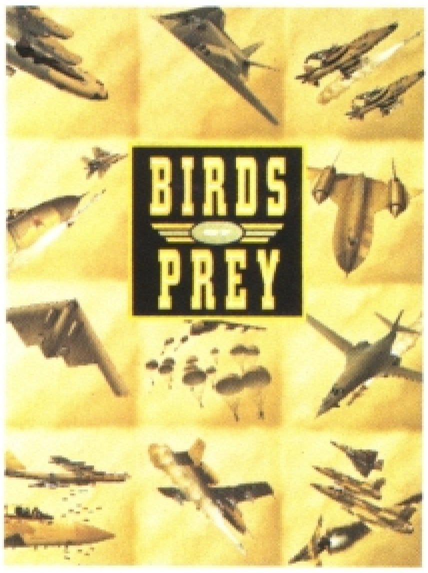
TITLE	Might and Magic III
PUBLISHER	New Worlds/US Gold
FORMAT	PC
PRICE	£40.99
RELEASED	Out now

GRAPHICS 91	ADDICTIVENESS 88	OVERALL 89
SOUND 87	EXECUTION 89	

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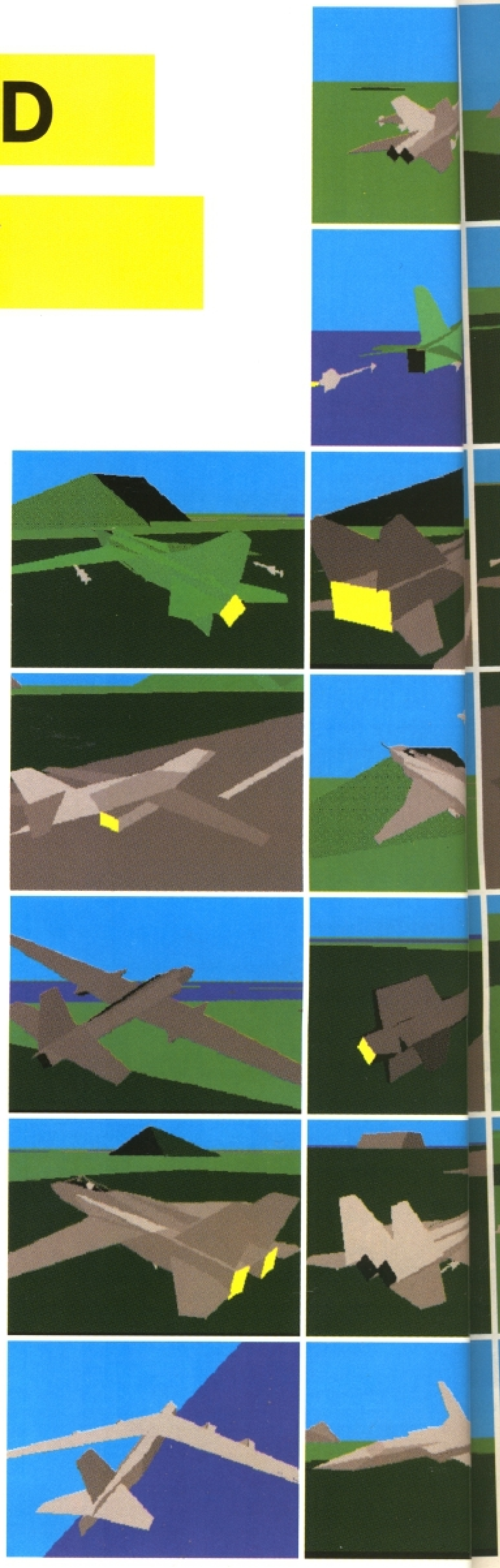
And whichever mission you choose, you'll find yourself flying into a real-world environment of continuous action taking place on land and sea.

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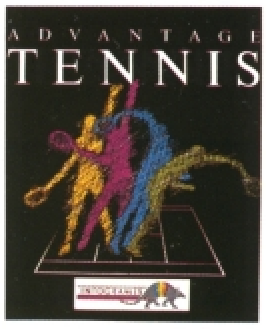
ARGONAUT Software Ltd.

Available late December for Amiga with 1 MB reg.

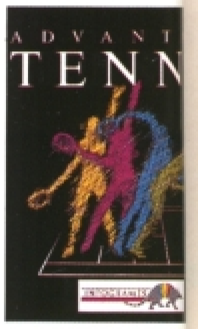


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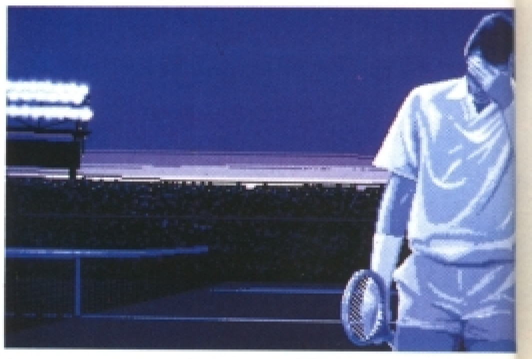
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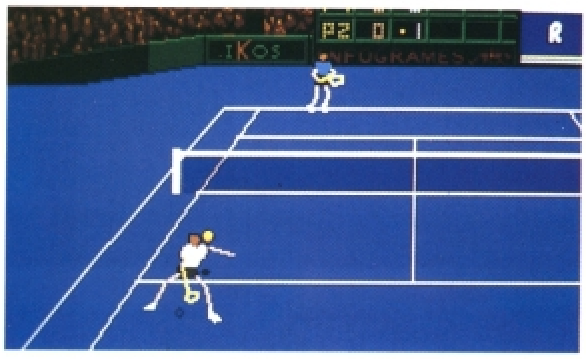
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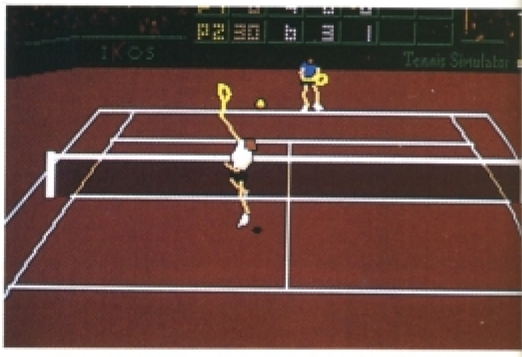
Fine! You have not given up. Your techn and mental qualities have made you Num 1 in the world ranking. Every win deserves a medal. So if you're among first 200 to send us a screen s representing the first page of your p book proving that you have defe ADVANTAGE TENNIS, you will get the ba ADVANTAGE TENNIS PLAYER NUMBER



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UNDER WRAPS

KNIGHTMARE

We dragged *Lord Paul Lakin* out of his early retirement at the Betty Grable Hospice For Confused Gentlefolk to preview Mindscape's new interactive adventure, *Knightmare*. Tears ran down our faces as the once-dashing toff battled against the effects of premature senile dementia to play the game. Then we kicked his bath-chair down the stairs.

TV quiz shows have come a long way since the wild and wonderful days of *Crackerjack* when, in exchange for a fairly dodgy pencil, people would charge around draughty bits of Television Centre trying to pop balloons or stuff lime jelly down each others underwear. *(Funny, I don't remember ever seeing that. Ed.)* That might have passed for entertainment in the days when people thought Sweet were a serious pop band and Pan's People were regarded as 'a bit of awright'. Nowadays we want more. We want serious pop stars like Color Me Badd and those lovely Minogue brothers. We want our footballers to have sensible haircuts. We want Betty 'Marcel Marceau' Boo to be Queen with Kirsty McCall as a sort of accomodating Queen Mum. Above all, we want our TV shows to include role-playing adventures which mix studio sets, computer-generated graphics and hand-drawn fantasy illustrations. And that's not all – we want to combine live action and studio sequences with stunningly effective results. That's what we want and we're not going to tidy our bedrooms or eat our lime jelly until someone gives it to us. Blimey someone already has.



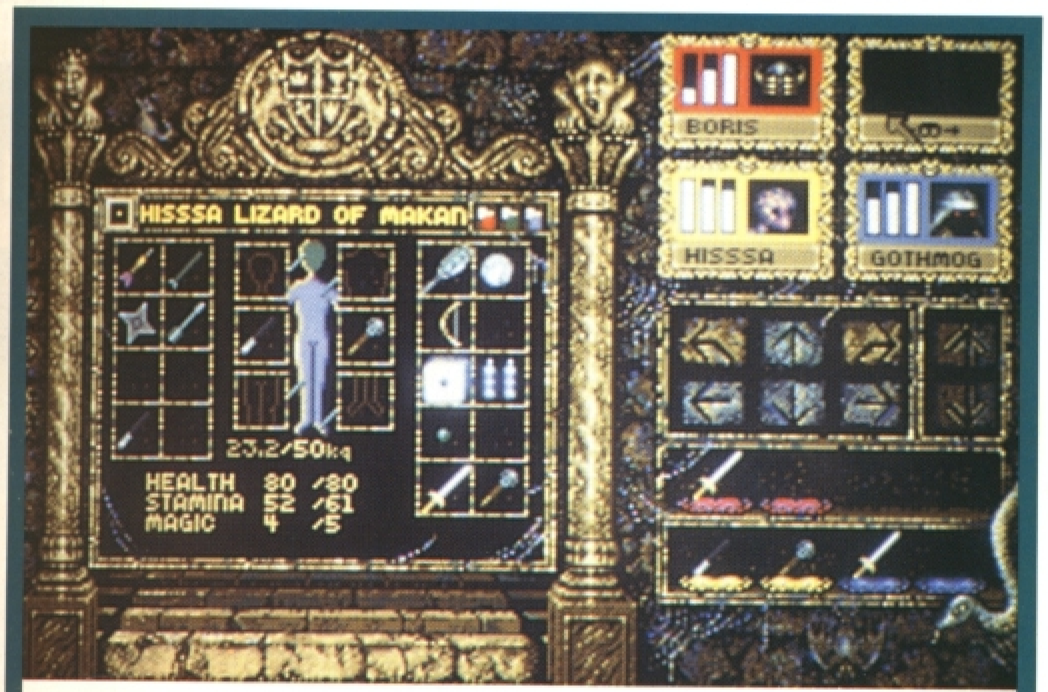


So, in the immortal words of the four loveable Liverpool mop tops: "What's the name of the game?". The name of the game, lads, is *Knightmare*. It's on ITV and it's just about to launch its fourth, 'better than ever (or we'll never win the franchise)' series. A guage of its popularity is that over 24,000 eight to sixteen year-olds applied to appear on the programme. A far more important guage of *Knightmare*'s success is that Mindscape has been so impressed with the programme, they've decided to turn it into a program (ho ho).

The man given the job of turning an interactive television adventure into an interactive 16-bit adventure is Tony Crowther who is, of course, famous for being the only programmer called Tony ever to be interviewed on the ZERO roof. He's also quite well-known for being the only programmer called Tony to program a game called *Captive* and win an armful of awards for it.

VAGUELY PLOTTY BIT

In the television series, the contestants, in teams of four, have to overcome a whole series of puzzles and riddles in order to reach and then destroy the evil



Good Lord, a naked *Bunty* doll, what next? And there aren't even any clothes to cut out and dress her with. It's an outrage and no mistake.

WHAT'S WHAT

TITLE	Knightmare
PUBLISHER	Mindscape
FORMAT	ST/Amiga
PRICE	£29.99
RELEASED	Out now



Right, I'm ready. Let's go find those baby seals.

Lord Fear. The computer version has incorporated plots and character developments from five years of *Knightmare* TV (as opposed to the nightmare of low-dross American import TV that's been plaguing our screens for much longer). True to the TV series, there are four adventurers and they, of course, have a quest. Carefully ignoring the scenario/ novella, let's get onto the quest...

But I want to hear the novella!

No you don't.

Yes I do. I like a good story.

But this isn't a good story.

Well tell it to me anyway.

No, look... you wouldn't enjoy it. It's a cross between *The Famous Five* and *The Lion, The Witch And The Wardrobe*, all written in a *Grange Hill*-reject style.

I still want to hear it!

But it mentions Carlisle.

Oh, in that case forget it.

Good. Then we can skip the scenario and move straight onto...

THE QUEST

In order to be ready and able (but not necessarily willing) to take on Lord Fear, the four intrepid adventurers need to redeem four symbolic items. They don't have to be redeemed in a specific order, but The Dungeon Master does make a recommendation. And the symbolic items on offer are:

The Shield: by the time you've fought your way past goblins and the frighteningly tough hobgoblins or haags, you may feel more in need of an armoured vehicle than a shield. But adventurers can't be choosers.

The Sword: swords go with shields, just as shoes go with socks and just as huge worm-thingy goes with path you need to go down.

The Cup: after two levels of basic hackery, it's time to indulge in a little alchemy. There's mystic knowledge to be picked up on your way to The Cup That Heals. There's also Badwife, who you



wouldn't want to pick up even if you were the last two people left alive and the three-minute warning had sounded.

The Crown: crowns are pretty silly things. They give you a headache if you wear them too long and they come in poncey colours like gold and silver. Despite this, people who have crowns are reluctant to let you borrow them. No-one seems to own the crown in *Knightmare*, but Lord Fear is keen to make sure that you don't try it for size. Perhaps you should stick to baseball caps.

VAGUELY TECHY BIT

The sound effects in *Knightmare* were developed at Anglia TV's sound studio and were digitised straight into the game. This adds more than a little atmosphere to the proceedings, particularly if you're one of those swanky 1Mb types. However, even more striking than the sound is the vision. *(Groan. Ed.)* Although the basic layout of the screen will be familiar to fans of *Dungeon Master, Captive, Eye Of The Beholder*... the dungeons and their inhabitants are really beautiful. As for the game itself, well... Tony Crowther's quite happy with it: "*Knightmare* is certainly the best game I've ever written". Blimey! What about *Captive?* I mean, that was certainly no *Champion Of The Raj*. "*Captive* was good, but I felt that there were things that should have gone in that time didn't allow. *Knightmare* is a combination of the features which I wanted *Captive* to have, plus the additional depth that the characters and storylines from the series add."

One of the differences between *Captive* and *Knightmare* is in size. Although you could finish *Captive* by completing 11 levels, the game contained some very sophisticated level-generating code, so you could go on with new missions, theoretically for ever. By contrast, the puzzles and levels in *Knightmare* are designed by hand. This means the final game will be smaller, but also considerably more sophisticated and possibly even more challenging. Which all goes to show that size isn't everything, something I've always believed. With superb graphics, plenty of action and adventure, plus some really mean magic (including a spell enabling you to create images of your enemies, which will then walk off into the dungeon causing havoc wherever they go).

Knightmare really does look as if it could outdo *Captive*. It's certainly a lot more fun than pouring lime jelly down your underwear. STOP



MINDING THE ANGLES

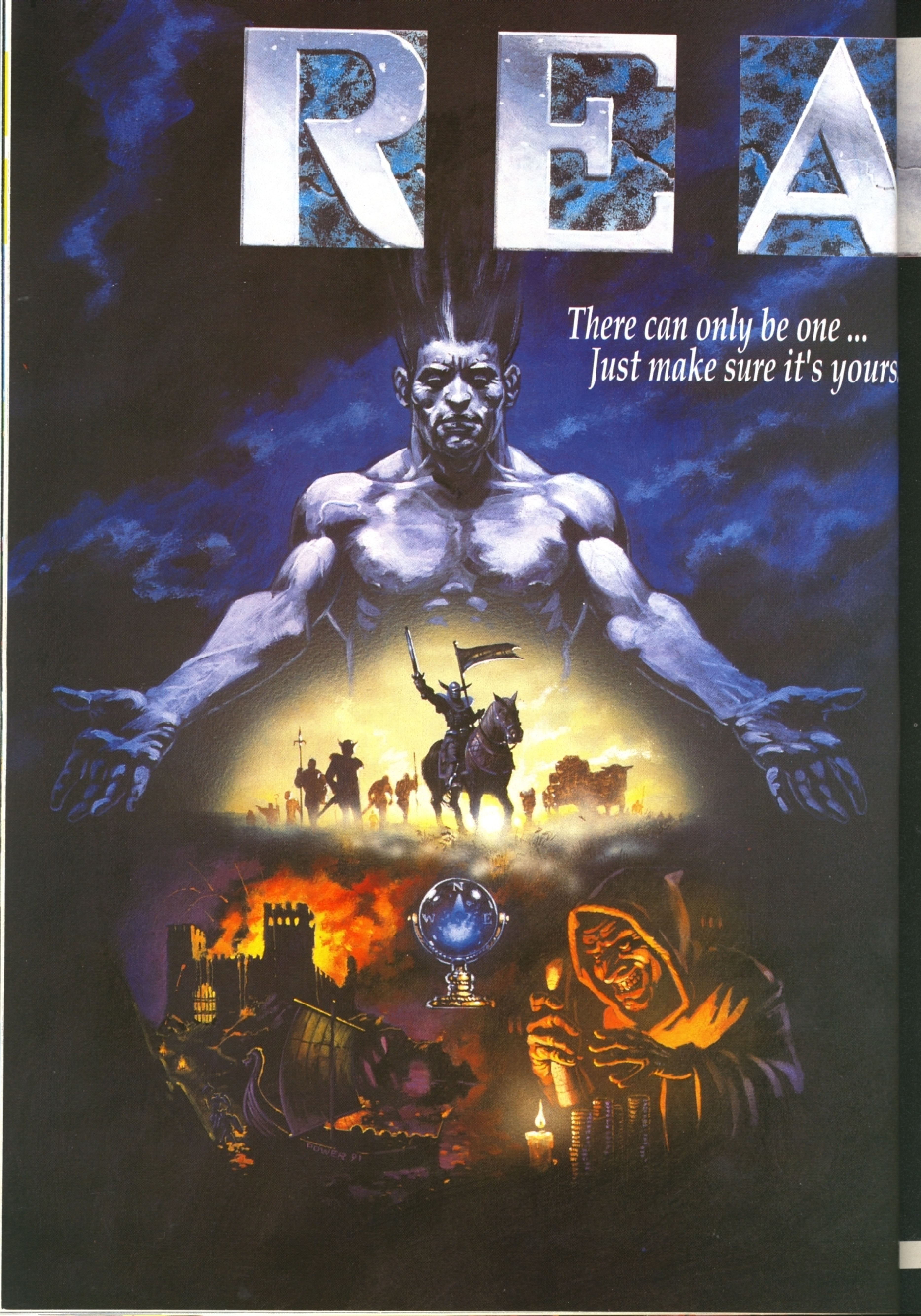
We all know that Mindscape is famous for producing games like *Wing Commander I and II*, for releasing the wondrous *Ultima* series of games and for creating the world. However, Anglia TV also have a pretty impressive track record. Here are ten of its televisual greats, each one a milestone in TV history...

1. ***Knightmare.***
2. ***Tales Of The Unexpected.***
3. **Er...**
4. **That wobbly link with the geezer in chain-mail on a horse.**
5. ***Tales Of The Unexpected.***
6. **That programme which began with some chick dancing. *(You mean Tales Of The Unexpected. Ed.)***
7. **Er...**
8. ***(What about the classic* Sale Of The Century? *Ed.)***
9. **But that was crap.**
10. ***(Hmmm... suppose it was, actually. Ed.)***

COMING SOON

Not content with producing a game that's even better than *Captive*, Tony is now working on a game that's going to be even better than the game that's better than *Captive*. In fact, it's *Captive II – Freedom Fighters* and it'll be coming to a computer near you soon. *(That's a lie. It's not going to be available until Christmas 1992. Ed.)*


MAD! BAD! &
IN YOUR FACE!
AND THAT'S A PROMISE!
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Just make sure it's yours.
POWER 91



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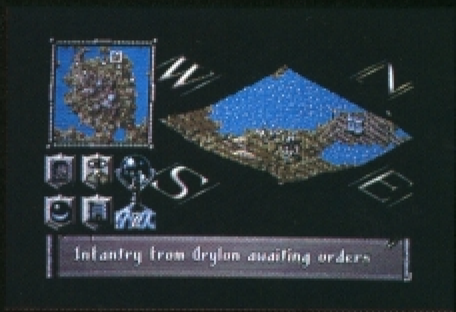


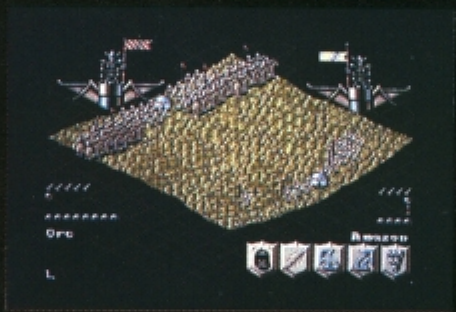
There can only be one.
Just make sure it's yours...



The King is dead. Long live the King.
And the King is you...

Endowed with the divine right to rule, you inherit your father's Realm on his death. But the fragile peace has been shattered and war rages between the Realms. Now your brief reign has become a fight for survival.





Enter the world of Realms and you could control:
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~128 armies, each a thousand strong and with definable battle formations
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FIRST SAMURAI

***David* Akiro Ninja Sutsasashi *McCandless* had a little too much sushi last night, and dishonoured himself by putting salt in the Sumo team's G-strings. Luckily, he redeemed himself by thrashing the roly-poly wrestlers at Vivid Image's newie, *First Samurai*.**

The Japanese, eh? They're weird, aren't they? Not content with being incredibly po-faced, ritualised and empirical, they have to be clever at everything they do – inventing CDs, building cars, funny little leisure concepts like karaoke. Even when they're making a cuppa tea they have to go through a 'little' twenty minute ceremony. But when it comes to fighting, being a samurai and doing all that hiding in the fridge and jumping out on Inspector Clouseau lark, the Japs are undoubtly the best. "Do well at everything or be disembowelled with a big stick. " (As the wise old Japanese saying goes).

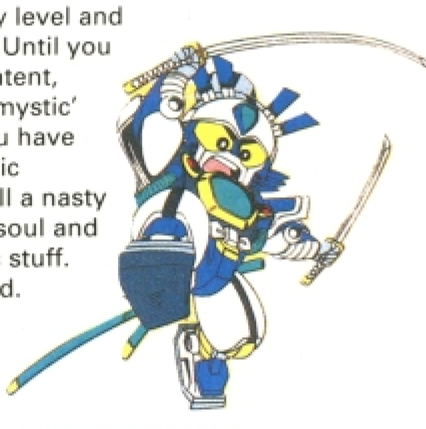
Right, that's the preliminary spiel over with. At this point, you should be thoroughly indoctrinated by my view of the Japanese, and will want to read on in the hope I get a little more violent and abusive.

In a tiny village in ancient Japan, Lord Akira and his young samurai were collecting taxes from the local peasants (ie beating them about the head and shoulders with rice flails until they paid up) when the Demon King descended from the mountain and did a typically Demon King-like thing – slaughtered everybody. Except for...

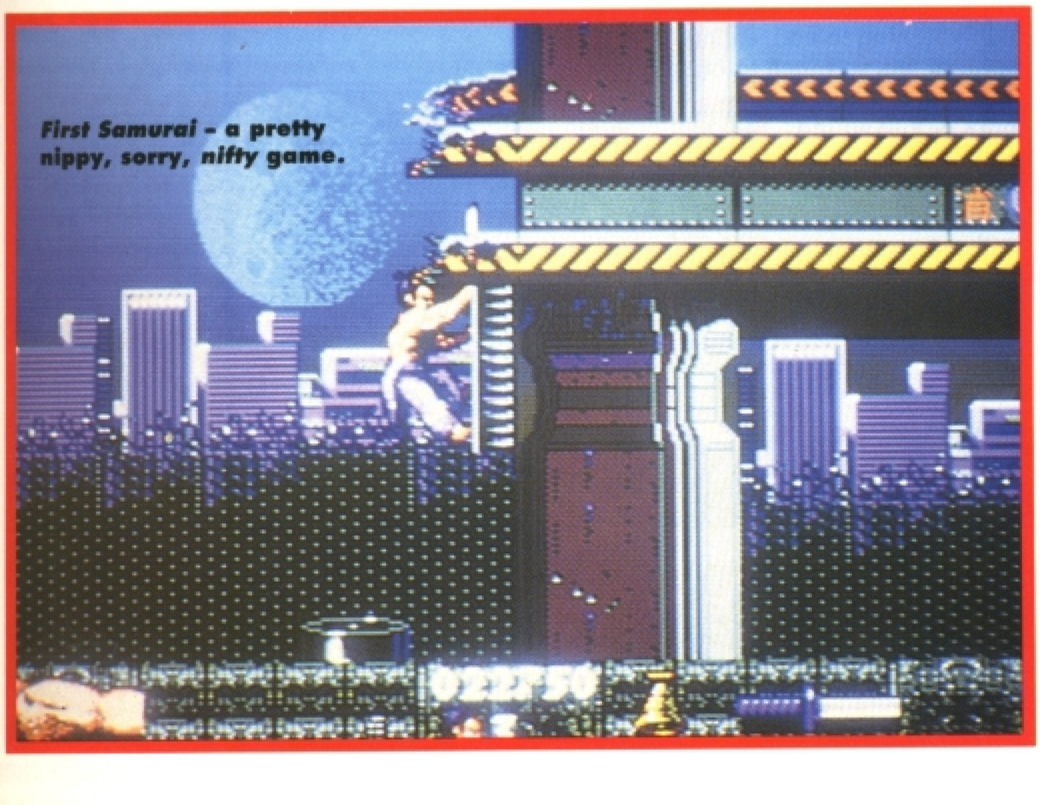
You, a young samurai with a hang-up about honour and revenge, who vowed not to rest or eat twiglets until he had avenged his murdered Lord. So when the Demon King fled through time, you, with the aid of the 'mystic mage', followed him.



Ten huge, sprawling, scrolling platformed levels stand between you and the Demon K, who, wittily enough, lives in a penthouse in Tokyo. You've got an energy level and 'mystic magic' level. Until you build your magic content, you can't wield the 'mystic' sword. Until then you have to rely on your 'mystic martial arts' skills. Kill a nasty and you can nick its soul and hump up your magic stuff. Pretty straightforward.



The levels get increasingly technological, starting in feudal



First Samurai – a pretty nippy, sorry, nifty game.

WHAT'S WHAT

TITLE	First Samurai
PUBLISHER	Vivid Image/ Mirrorsoft
FORMAT	ST & Amiga/PC
PRICE	£25.99/Tba
RELEASED	Out now

ペイントの適性も
無料でテストします。

Japan and ending up in Tokyo 2323 AD. It begins with your typically oriental 'bits' – bonsai trees, statues of Buddha, very low tables, dragon faces – and then gradually mixes with all sorts of modern kit, like bricks, laser-turrets, trains and neat Cyberpunk elements. The nasties change too. From big flies and bats, through fire-spitting dragons and face huggers, to deadly techno-ninjas and robots.

On each level you have a task. You're not sure what it is, but you gradually discover the hows and the whys while ploughing sword-first through the scenery. On the first level it's an awe-inspiring big waterfall that blocks your path. Your only hope is to rely on your wizard chum to help you out. You collect x number of useful objects, in this case 'mystic logs', and Wizzie-Plops uses his 'mystic powers' to make a, ahem, 'mystic bridge'.

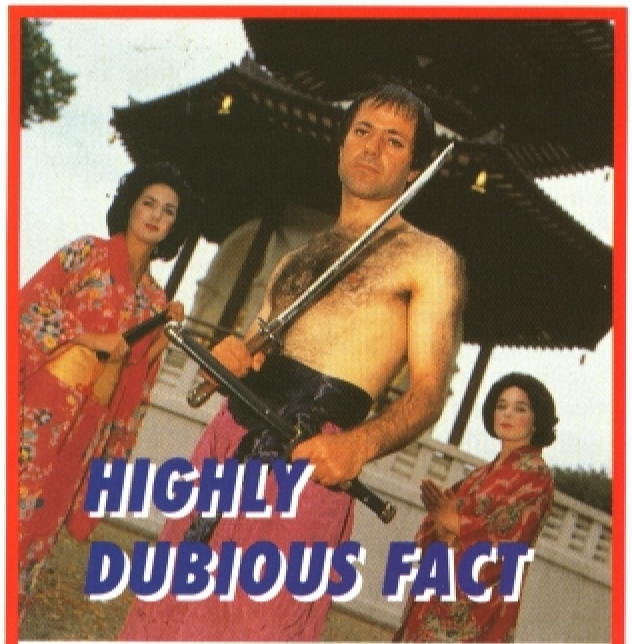
The wizard can appear at moments of stress, and doles out advice without saying much.

Most of the time, however, you have to blart on the 'mystic bell' to summon him.





OK, the next two-bit piece of Euro-scum to express an anti-Japanese sentiment gets it! And that's *official*!



It is a little known fact that Mev Dink, member of Vivid Image, is in fact a samurai himself. He is descended from a long line of Dinks who were Japanese Feudal Warlords in the 9th century. They moved their cultural base to Chicago in the mid-seventies, where they working as stand-ins for David Carradine in Kung Fu (for the 'more complicated kung fu bits'). Here's Mev and his compliant geisha girls, rediscovering their heritage (ie looking very silly).

AMIGA

Macca: Well, damn. Another game I set out hate and then fell in love with. Nightmare! How can you be cynical about originality when games like this keep coming out? *First Samurai* is one of the games you look at and think: "Yeah – nice graphics, but I bet it's crap to play and hasn't got a huge amount of subterranean sections to explore and a huge amount of hidden bonuses and screens to discover through continued play.

And I bet all those martial arts moves are really tricky to do on the joystick, and mostly impractical, so you end up just using the flying kick all the time. I bet the graphics don't get increasingly stunning the further you progress, and I reckon all the unrelenting gameplay really slows down when the screen gets crowded."

And then you play it.

I've really said it all, haven't I? I've really nothing to add, except that samurai has so much to offer, and saying anything more would sound like arch bum-licking. Oh, sod it.

The sound is smart. Chop a nasty and the London Philarmonic go 'daaah'; do something 'good' and all the angels in heaven chorus 'hallelujah'; and if there's a fire on the level, you can hear it crackling in the distance and hear it roar as you get nearer.

When things hot up, your character lets out a quaint Japanese 'oath'. It's really atmospheric and has that special 'get up your parents' noses' effect that lots of games these days are sadly lacking.

The graphics match the sound for inventiveness.

The screens are packed with brightly-coloured 'bits', working on all sorts of complicated parallax levels, with lovely graduated 'setting sun' sky effects. *(You're getting a tad too soppy about this. Ed.)*

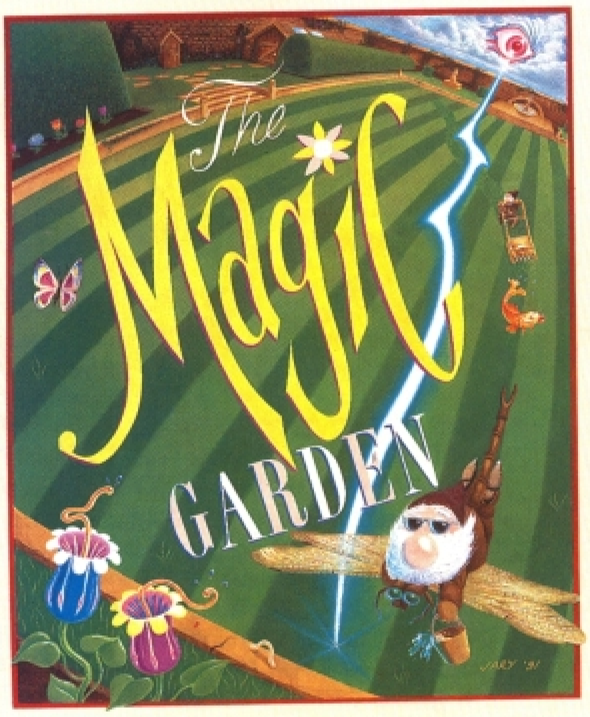
Like most games these days, *Samurai* smacks of this and that. It's as huge as *Turrican*, the gameplay is similar to *Torvak*, it looks a bit like *Stormlord* and the screen bounces about in the best *Strider* fashion.

Samurai would be a be a pretty good game if it had nothing to add to this, but it does! It does! It does! (*You liked it, then. Ed.*). STOP

GRAPHICS 94	ADDICTIVENESS 88	OVERALL 92
SOUND 92	EXECUTION 93	




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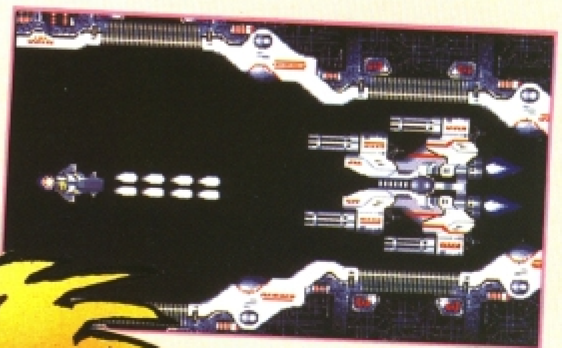
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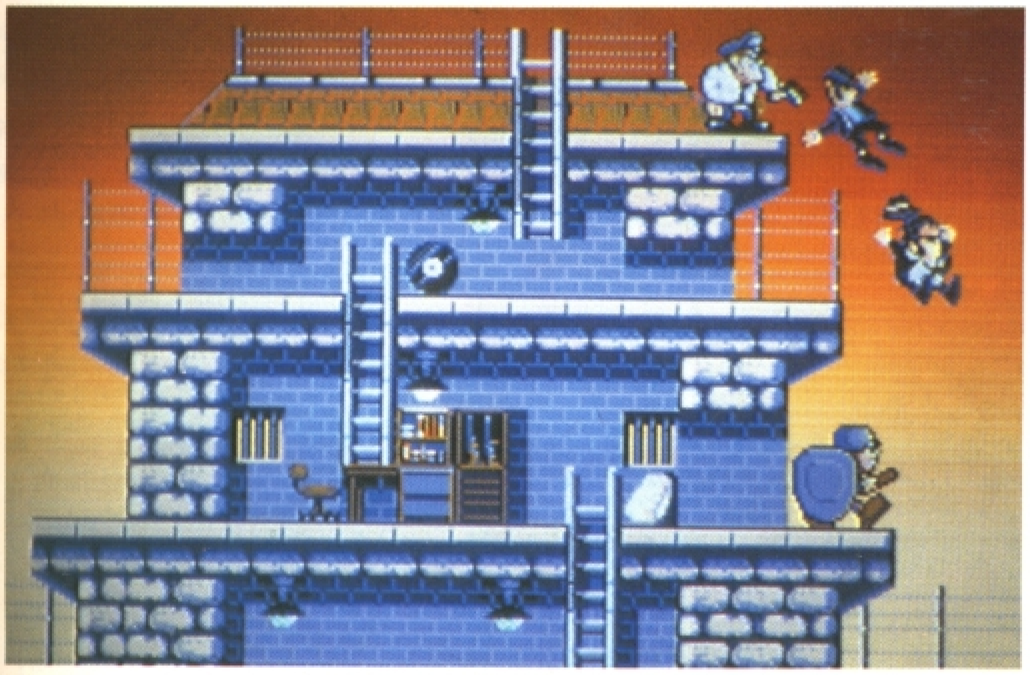
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THE BLUES BROTHERS



Filmdom's most groovesome duo return to rock again in this Amiga platformer – except that someone's stolen their instruments. Good Lord! What would John Belushi say! Not a lot probably (he's dead), so we got *Rich Pelley* in to do it...



"De doo... de doo... dey de dah di di di di de dey dah..."*

Well, you know what they say about film licences, don't you? Usually things like, "They're all hopeless", "Well this one is just a load of sub-games", and that old favourite, "Pass the sugar, would you Vicar?" With this one, don't get all cocky if you've seen the film and know the plot, because it'll be of little use to you – the game is based on the characters but not the actual motion picture storyline.

Not to worry, though, as the game is still spookily atmospheric, mainly thanks to the music (stolen directly from the soundtrack) and the gorgeous cartoon sprites which succeed in capturing the disposition of the characters extremely well. The new plot of the game runs something like this: someone has stolen your instruments, so you've got to get them back. You (plus optional chum) assume either the part of Jake and/or Elwood Blues in a cartoony, *Rick Dangerous 2*-y multi-level scrolling platform-and-ladders romp.

Each level purely requires you to locate (a) a specific instrument and (b) the end of the level, as the game is slightly less of a puzzle than a find-your-way-arounder. A map of each level would score pretty highly on the handyometer – so I'll see what I can come up with in time for next month's Tips. And of course, no game of this ilk would be complete without baddies to hinder you – and some special power-ups.

As far as the enemies go, it's nothing more than the usual sort of thing – humans, animals and, er, blobs including Speedoma – a mad granny in a shopping trolley – Mad Dog, and the Blob Boys, all beautifully depicted and animated. The simple (and only) way to kill these off is to lob a nearby crate at one of them, or avoid them – a manoeuvre which can be aided by balloons (to fly), umbrellas (to float) or springs and beds (to propel).

WHAT'S WHAT

TITLE	Blues Brothers
PUBLISHER	Titus
FORMAT	Amiga/ST/PC
PRICE	£25.99
RELEASED	Out now

AMIGA

Rich: Well, (to coin the same intro twice in one review), you know what they say about film licences, don't you? But perhaps 'they' should think carefully before speaking too loudly about *The Blues Brothers*. It's pretty good, you see. Take a peek at the graphics – the sprite of John Belushi waddles along just like, well, John Belushi, and Dan Aykroyd would probably turn in his grave (if he too were dead) at the uncanny resemblance between himself and the 3cm high pixelized sprite that player two has dashing around all over the place. The graphics and scrolling move along at a cracking pace so there is a real frantic and addictive aroma to the game, and you'll probably be so excited about exploring new places and levels that you'll have to keep stopping and going to the toilet.

The facts that the different baddies, scenery, music and layout don't provide much variation between levels and that the instructions disclose all that's in store may be slightly disappointing, but are certainly a lot easier on the bladder. Oh, and a word about the two-player mode. The action follows player one entirely, so if player one is not careful, player two will find him/herself off-screen, and probably being killed. This, of course, adds a whole new element to the game, as both players are forced to work together. Or alternatively you might decide that the two-player mode is a bit crap. But in one-player mode, *The Blues Brothers* is the dog's you-know-whats – possibly slightly marred by a lack of things to do. STOP

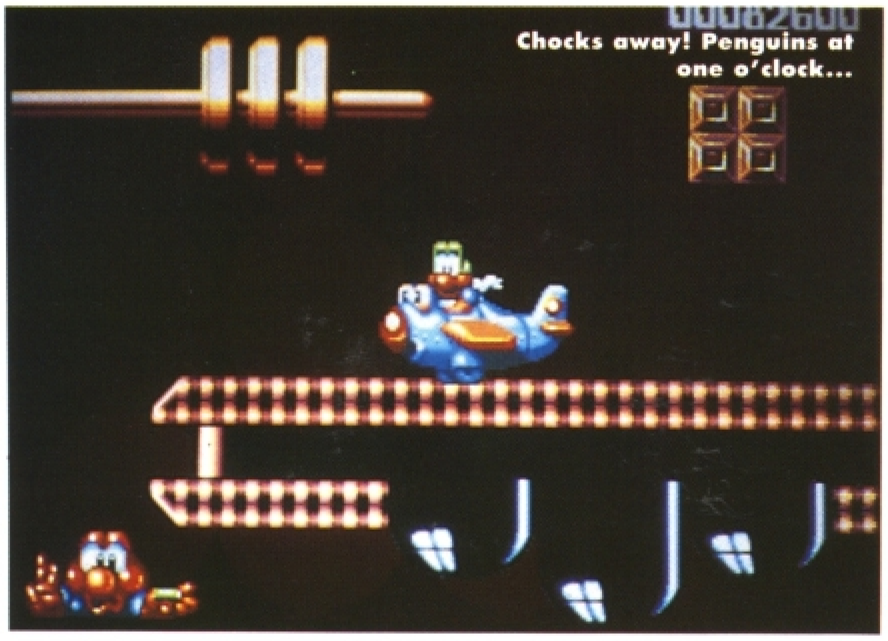


GRAPHICS	82	ADDICTIVENESS	85	OVERALL 86
SOUND	82	EXECUTION	86	

*ZERO will not be responsible for the mental health of anyone trying to read this caption.

ROBOCOD

As a close friend of Captain Birdseye, a lover of caviar and a total devotee of *James Pond*, *Amaya Lopez* was the ideal choice to review Millennium's new, long-awaited fish tale, *Robocod*.



Chocks away! Penguins at one o'clock...

Remember James Pond, that irresistibly-gilled Sean Connery look-alike who plunged the waters of the deep, fighting for truth, justice and a pollution-free environment? Well he's back in the sequel, *Robocod*, where he's done away with his smart DJ and gone for the '90s image – er... a rather clanky, tin metal suit. He's also adopted a more consumerist approach – gone are his Greenpeace days of saving the world and his fellow fish mates, now he's into making children happy (yeuch).

Since *James Pond*, there have been many fishy developments. The evil Dr Maybe, angered by his defeat at the fins of Pond, has made a new bid for world domination. His agents have infiltrated the giant toy factory in the North Pole and turned all the cuddly, fluffy bunnies, teddies, choo choos etc into vicious psychopaths. What's more, the penguins are set to explode in 48 hours. Yep, unbelievable – but true.





Dr Maybe's cunning plan is for the toys to be given as presents to children all over the world, where they'll aid him in his bid for global domination. Being on the ball as usual, the underwater intelligence agency FISH have chosen James Pond as the er... fish for the job. Their scientists have also biologically improved him – he is now the proud owner of an Extendosuit™ with microchip implants and fab turbo gills which enable him to survive out of water. With his new robotic power, Mr Pond has metamorphosised into Robocod – a fish so tough, you'd be better off eating squid.

Robocod must bravely explore the giant toy factory and the nine different factories within in search of the exploding penguins. They range from a scary sports hall to the bathtime accessories department, belligerent board games room, and even a loony circus. On his travels Robocod encounters the likes of terrifying teddies, battle-thirsty toy soldiers, mad boy-racer toy cars, crazy wind-up dolls, birds of prey playing cards, evil presents, angry flowers – in short more fearful foes than Freddy Krueger's worst nightmare (well almost).



WHAT'S WHAT

TITLE	Robocod
PUBLISHER	Millennium
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Mid-November

AMIGA

Amaya: I must admit, despite the fear of being cast in the sexist 'all girls like cutesy games' category, that I just lurved *James Pond*. So, understandably, I was rather excited at the prospect of playing *Robocod*.

What I didn't expect, however, was such a complete change of character for our James. Where James Pond was cool and rather adult in his 'green' approach to saving the world, Robocod seems pitched at a much younger market. Gone is the clever Bondy theme and the brilliant Bond-like soundtrack. It's been replaced by a very simple 'fish out of water' story line, with Robocod saving the world in Santa's toy factory. Somehow, it lacks the neat inventiveness of *James Pond's* scenario. That said, if we take *Robocod* for what it is – a very cutesy, platform game with bonuses to collect and baddies to avoid – then it really is rather good. It's also easier to stay alive in the sequel. Yes, every now and then you can gather a bonus which contains a battery and hence an extra life.



Robocod himself is neatly animated with various different moves. He can withdraw into his shell to avoid nasties, attain great heights in his Extendosuit™ (by zooming up on the end of a long, metal tube), grip onto ledges and generally boing around. And the way he wiggles is really quite endearing, too. In the sports hall level, Robocod can, if you're as skill as I was, find wings which'll enable him to fly. The funny thing is they attach to his head and make him look remarkably like Jimmy Saville. There's also his brill plane complete with flying Ace scarf and goggles, but perhaps best of all is the flying bathtub in the bath toys level.

Like the graphics, the sound effects are rather good. However, the soundtrack is sadly disappointing. It's bouncy and catchy enough, yet nowhere near as good as the original's. However, if you're looking for a cutesy, christmasy platform game, you won't go far wrong with *Robocod*. STOP

GRAPHICS	86	ADDICTIVENESS	83	OVERALL 85
SOUND	82	EXECUTION	81	

Look out - he's back!

PAPERBOY 2

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HUDSON HAWK

Hudson Hawk? Is he played by that balding bloke in *Moonlighting*? Or is it that bloke who blows everything up in *Die Hard*? Who cares, says *Rich Pelley*...





Ocean have come in for a heap of stick recently for the cynical way in which spiffy films are made into iffy games. Now just to be different, a crap film has been given an innovative console platform treatment by Liverpool-based Special FX.

***Hudson Hawk,* the film tie-in in question, presumably cost Ocean an arm and a leg. You play Hudson Hawk, who is being blackmailed in a quest to steal some important items of research from, of all people, Leonardo Da Vinci. With these items the baddies hope to build an alchemy machine and take over the world – or something similar to that.**

Any plot-enthusiasts who want to know more could always hire the video as the game's release coincides with the vid release. The game is set in a number of locations, naturally taken from the film. It begins on the rooftops, and moves through the auction house, some sort of hard-to-describe duct section, the Vatican and loads more. The levels are then divided up into flip-screens, or more accurately flip-strips as each screen takes up a thin band varying in width and position throughout the level. Anyway, you as Hudson have to make your way through these screens and levels on a one-way route killing baddies by throwing bombs and collecting the artifacts as you go.

WHAT'S WHAT

TITLE	Hudson Hawk
PUBLISHER	Ocean
FORMAT	Amiga/ST
PRICE	£25.99
RELEASED	Out now



A fruity affair: after a script like that it's no wonder Willis's agent is hiding out in a maze...

Rich: Could *Hudson Hawk* actually be the first cute and humorous film tie-in to date? Well, it really depends whether you read the review of this before or after the review of *The Blues Brothers* also featured in the hallowed pages of this very magazine. Both have been taken with a generous portion of simple and addictive gameplay, seasoned with a variety of neat touches, served with a spoonful of cute graphics and topped with lots of in-game gags for pudding. A special mention goes to the dog who bites your bottom and chomps away to decrease your energy which you'll encounter on level one – an amusing and annoying touch.

Presentation wise, Special FX can treat themselves to a pat on the back, a smug grin and an ice-cream (on us) because they certainly have come up trumps in the looking-nice department. Gameplay, on the other hand, is not quite so prodigious as it's a tad too much on the samey side for my own particular liking.

There are no power-ups to collect (you're stuck throwing bombs throughout), and as the game is more or less a one-way trip, bombing baddies and jumping around is all that it involves. I don't think that you could call me a downright lying nonce if the phrase, "It might get a bit boring," slips into this review. Sub games are promised, but apparently they're just a few number-matching ones and nothing particularly substantial. But let's not be *too* picky.

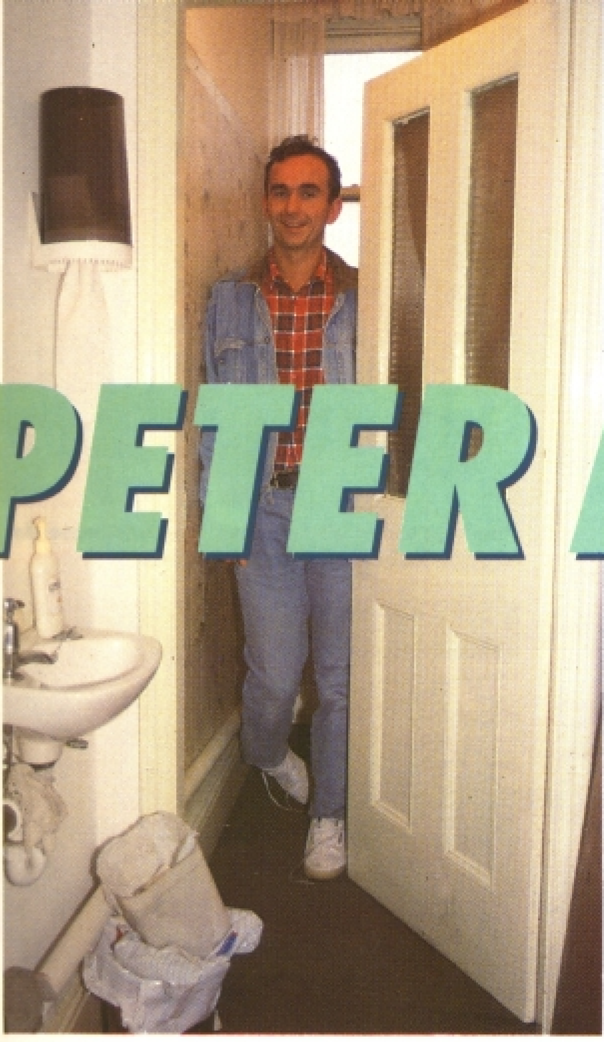
I thoroughly enjoyed *Hudson Hawk* the first time I played it for this review, so presumably if you were in my shoes, so would you. And presumably a few weeks later you would also mysteriously have athletes' foot.

And you might, dare I say, have a game that you are finding lacking on the longevity front.

Danny and Bruce: hawking a no-no.

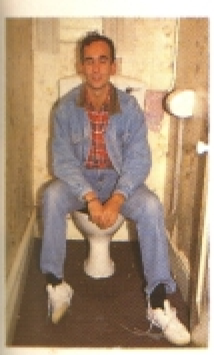


GRAPHICS 82	ADDICTIVENESS 74	OVERALL 84	STOP
SOUND 70	EXECUTION 88		



IN THE TOILET WITH PETER MOLYNEUX

Every other month we interview a well known programmer in a different part of the ZERO building. This month it was meant to be Archer McClean speaking candidly from our toilet – but he escaped by going to America. So what could we do? Well, we could bring next month's interviewee forward, couldn't we? And that's just what we did. Peter "Oh Dear I've Got The Short Straw, Haven't I?" Molyneux, come on down...



All systems fully operational. Engage primary thrusters...

PETER: What a horrible toilet – I hope for your sakes that Archer McClean has to go somewhere even worse. So what do you want to talk about then? Anything in particular?

ZERO: We want to know about your trip to Japan. We know you had to go there to help promote *Populous*, but what happened? Did you like it there? How were you treated?

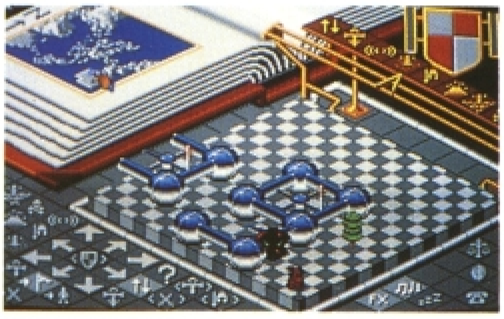
PETER: Okay. Well, the reason I was taken over there originally, like you say, was because they had all these heats: these two player *Populous* heats. God knows how many Japanese people were involved initially – lots basically – but they narrowed it down and eventually every Japanese magazine had its own single *Populous* champion. And at the end of the day *they* all had to play *me*...

ZERO: Sort of as if you were a chess grand master or something?

PETER: Yes, that sort of thing. They had to play me in turn.

ZERO: Mmmm. And you invented *Populous* and are therefore unbeatable so it was a piece of cake, right?

PETER: No. Not right. It was a nightmare. Listen. Now, the Japanese *cannot* help cheating. It's endemic to their nation. I asked the bloke who was responsible for flying me over if I could possibly have some time to practise. I needed it because I hadn't played the game for ages and the landscape the heats were due to take place on, had been designed by the Japanese – I'd never seen it before. So anyway, this bloke said, "Yeah, yeah, no problem, you can practise all you want". And then I said, "Will there be any television cameras or anything there?" and he said, "No, no, no, just you and the person you'll be playing. It's all very small scale". So that sounded okay...



Fans of the original *Populous*...



...won't be disappointed by *Populous II* (see page 27).

A MYSTERY PERSON FROM ANOTHER OFFICE: Are you lot going to be in there long? I need a dump.

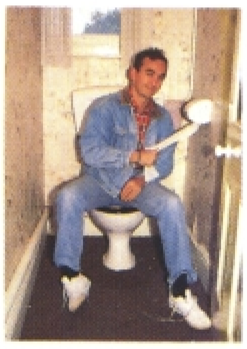
ZERO: We'll only be twenty minutes. Carry on Peter...

MYSTERY PERSON: Bah!

PETER: Anyway, this bloke told me the *Populous* tournament was starting at three o'clock and so we arrived at the function hall early, at one o'clock. Then he suddenly said, "Oh, it's started by the way". Just like that... "Oh, it's started". So I had no time to practise at all. That was bad enough, but I walked into this room and instead of there being just me and the person I was meant to do battle against, it was crowded with people. Totally packed out. And there were television cameras everywhere: there was one right behind where I was meant to sit.

ZERO: But you went ahead anyway.

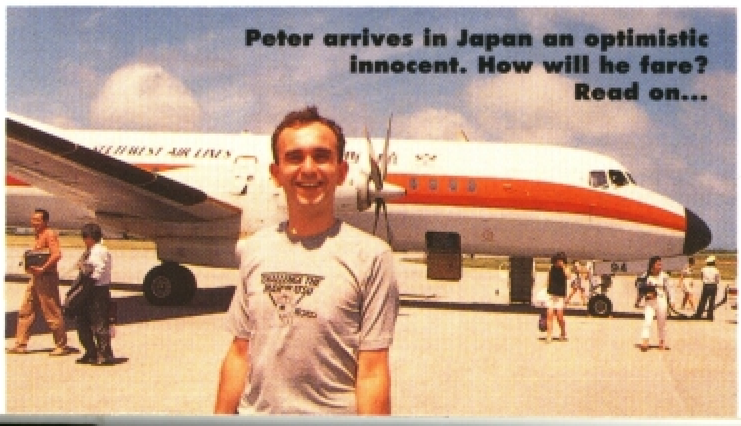
PETER: I had no choice. Everyone was relying on me. So I sat down and started to play. I was trying to get into the spirit of things, but every time I moved the mouse I heard this zoom lens from the camera behind me go "zzzzzzt" – it was homing in on my hand. And every time I looked slightly nervous, the same camera would move, go "zzzzzzt" again, and the lens would be poking right into the side of my face. Right here. *(He points to just below his temple)*. Within ten minutes I was dripping with sweat.



Fasten safety-belt and prepare for blast-off.

ZERO: What about the bloke you were taking on?

PETER: Oh, he was alright. Happy as Larry. He'd obviously been there for hours and was totally accustomed to the cameras – not that they ever pointed at him anyway. But back to the contest. Okay. Well, I somehow beat that bloke, made it through the semi-finalists and then onto the final game. Fair enough you might say. But the Japanese were taking this seriously – and I mean *really* seriously. Before we could begin they insisted on playing the Japanese national anthem. And then they played the British national anthem – I



Peter arrives in Japan an optimistic innocent. How will he fare? Read on...



Houston, we have a problem. The safety-belt seems to have snapped!

actually had to stand up, they were expecting it. I was standing there thinking "My God, this is totally bizarre". Anyway, when all that was over my final opponent bowed to me and we started. Now, it was really obvious that every single person in that room wanted me to lose. All of them. Every time that bloke did anything bad to me the cheers of adoration he received were just enormous. Every time I did anything bad to *him* there were, well, there were almost boos...

ZERO: Boos? Surely the Japanese are too polite to boo?

PETER: Don't believe it. You had to be there. There was a sort of silence which you could have cut with a knife. It was completely unnerving. Anyway, in *Populous* there's this cheat mode where if you click on certain icons in a certain order and leave the mouse in a certain position, it's really, *really* beneficial to you... so I decided to use it. They weren't playing fair so I wouldn't either. But unfortunately, when I originally put that cheat mode in, I made it so a message would come up on screen and say 'cheat'. A bit of a give-away because, don't forget, there was a television camera poking around behind me. I had to keep waiting until it turned away before I could go into the cheat sequence. However – every time I almost got it to work, the camera would zoom back in on me again and I had to stop or they would have seen the message. I never did quite get to use it.

ZERO: So what happened?

PETER: The little bastard won. I hate him. Hopefully I'm going to go back and take him on at *Populous II* – but this time the cheat sequence will be a little more discreet. Ha ha ha!

ZERO: Brilliant! What did you make of the Japanese in general? You stayed in Tokyo didn't you?

PETER: For most of the time, yes. Well the culture shock when I got there initially was enormous. There are millions and millions of people and no-one speaks English. Nobody at all. Our hotel was near to the Tokyo red light district and it was quite intimidating walking around there, because some of the bars won't even let westerners in. And when we did finally find one that would, we discovered that it was the size of a greenhouse. Tiny. No space there at all. So we sat down and all these Japanese people stared at us for about five minutes. They just stared, so we nervously asked, "Can we have a beer please?". Some of them scuttled off and there was a delay of about 20 minutes.

ZERO: A bit like buying something in the Post Office over here then?

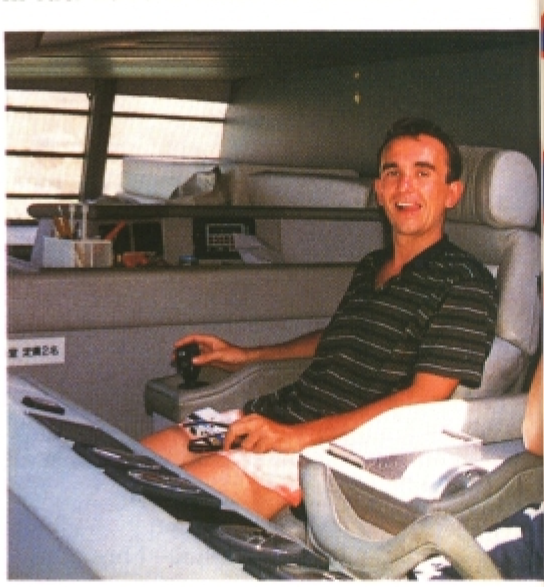
PETER: Quite. And they eventually came back with this one open beer bottle. I don't know where they'd gone or what they'd filled it up with, but there it was. One open beer bottle. They just poured it out and then started giving us all this food. It was bizarre.

ZERO: Did you try to communicate with them in Japanese?

PETER: Well, sort of, using sign language and things. I learnt to count to 12 and discovered that Peter Molyneux actually means 'wooden tit'. That was always good for a laugh. If I wanted to break the ice anywhere I just said Molyneux and whole rooms would break up.



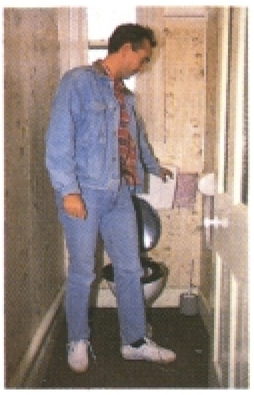
Photographic proof that the Japanese do in fact have a sense of humour.



Piloting a fully loaded Tokyo-bound 747.

ZERO: Ha ha ha. Did you have to learn to bow properly or did you find that as a westerner you could get away without bothering?

PETER: Oh no, you have to bow. God. I even had to do the full 'on the floor bow' to the head of this corporation. It's all to do with the depth of the bow and the number of bows that's important. The bloke who beat me at *Populous* bowed for a full five minutes, while the head of this corporation just gave me a quick nod and no more. It's quite bizarre. I could tell you all about bowing if you want. I'm an expert now.



ZERO: That'd be great, but unfortunately we've run out of room. Tell you what though, how about doing us a *Peter Molyneux Guide To Bowing In Japan* for the next issue?

PETER: You're on.



MOLYNEUX ON GEISHA GIRLS

Your toilet is filthy. What you need is a geisha girl to clean it – they do everything for you. Take eating for instance. I went to this traditional restaurant where you knelt down, Japanese style – and you had a geisha girl *each*. (Mind you, these were more like geisha old age pensioners – they'd been there for 50 years.) Anyway, they actually fed you. She put food in my mouth. Now that was fine, but I don't know if you've ever tried kneeling on the floor for long periods: it's *intensely* painful. But every time I moved, even a millimetre, this geisha girl would say, "Are you alright? Have you got cramp? Do you want to walk round?". The slightest movement and it'd be, "Are you alright? Do you want to walk around?". So I stopped moving to stop her fussing... By the end of the meal I could hardly stand up. Hmmm. Actually maybe having a geisha to clean your toilet wouldn't be such a good idea – she'd probably force you to remain in there, motionless for the rest of your life.

NEXT MONTH!

ARCHER McCLEAN
(Next to the photocopier which was originally reserved for Peter Molyneux)
And
BOWING IN JAPAN (continued)
With Peter Molyneux

Toilet photos: Ian Watson

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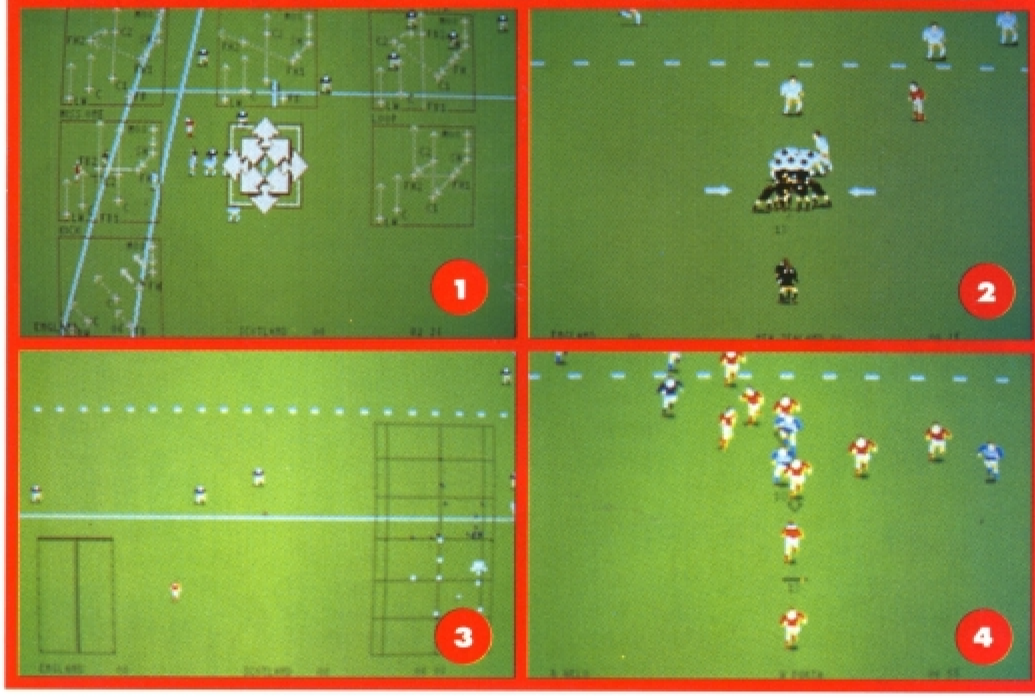


WORLD CLASS RUGBY

We challenged *Patrick McCarthy* to review a rugby sim without a single salacious comment. He couldn't wait to oil himself up and stick his head between another man's legs. *(Oo-er! Ed.)*

Everyone knows the premise of rugby – grab a ball, run at the nearest opponent until he punches you and you fall over. Make sure you get a good grip on his eyelids and drag him down with you. Your team-mates will then trample him, wrestle the ball from his arms and give it to someone else, who promptly runs down the pitch with it until someone else punches them. Repeat until thirsty. Some people would have you believe that this is not the case, and that things such as tactics exist, but if you've ever been caught at the bottom of the F-Team ruck (beneath the fat kids with the long fingernails) and still have the scars on your nipples, you won't believe them! The designers of this game obviously do.

***World Class Rugby* comes with options to control the play, set skill levels, customise your team colours and alter conditions – for example you can elect to have 'No Wind', always preferable in a scrum. You can play a 'friendly' – ha ha – a league game, a league cup or the full-blown world cup.**



1 'Choose'. Choose what? Oh, blimey... erm... erm..

2 "Arms down, heads down and shake it all about."

3 "Erm... please just give me someone to touch."

4 "Come on boyo, let's go down the pub and compare bottoms."

There are a number of 'special plays' which can be put into practice from set pieces (scrums and line-outs, penalties and 'marks'). All of these hectic events can be watched from '2D' or '3D' views, and from a blimp above the pitch (we are not told this chap's name, or where he keeps his camera) saved and replayed to your friends. A handy radar view can be superimposed at two different sizes or switched off.

Patrick: So off we go. Gumshield... check. Patchily-Immacced haircut... check. Bandage round the head with sellotape over it... check. Baby Wet Ones.... check. Okay, everything's here – let's drink that beer, take out our bottoms and sing rude songs in a deeper than usual voice! We're about to play *World Class Rugby*.

The controls here are intuitive, and it's fairly easy to become flash, dancing down the pitch and dummying passes to left and right – until someone puts his studs on your tongue and you regret showing off. Passing is the trickiest thing for the novice to get right and I generally opted to kick rather than risk anything too fancy (rather like England, eh sports fans?). Scrums and mauls are almost as tiring as the real thing, and you'll need to oil up your joystick in advance for some serious waggling (insert scurrilous insinuation of your choice here). The kicking controls are good, with an unusual sideways-then-vertically-panning crosshair to control direction and power. With three seconds of 'aftertouch' on the height of the kick, even tricky things, like conversions from the touchline, are manageable.



Unfortunately there's no overt violence – you can't choose to stamp on someone, for example, but if the computer decides you have been stamping in a ruck, you get sent off, so you get punished without the satisfaction of doing it deliberately. You can also be sent off for continuous bad tackling. My tackling was pretty appalling, but all my players somehow managed to stay on the pitch. Ho ho.

The slightly small sprites notwithstanding, *World Class Rugby* does a reasonable job of replicating the complexities and tactics of the real thing and I must admit to becoming more involved after putting together my first string of passes (three) and scoring my first try. If you're not fanatical about rugby, investing a little effort may win you round. If you hate rugby, why are you reading this?

GRAPHICS 80	ADDICTIVENESS 83	OVERALL 83	
SOUND 80	EXECUTION 83		

WHAT'S WHAT

TITLE	World Class Rugby
PUBLISHER	Audiogenic
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out now

STOP


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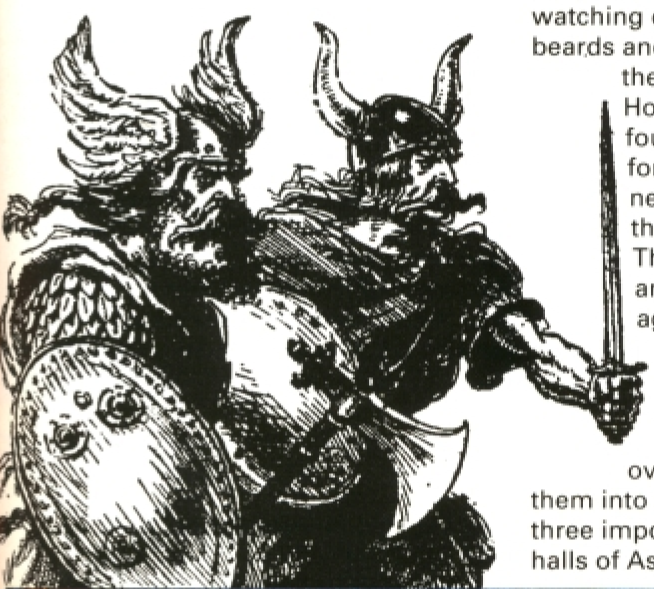
HEIMDALL



The Vikings are coming, the Vikings are coming... well, er... in the form of Core Design's *Heimdall,* actually. That means plundering, pillaging and rather nice young men like Björn Borg, thought *Amaya Lopez* wistfully.

Core Design's newie distances itself from their recent themes of choppers and cavemen. It's based on Norse legend and the storyline goes something like this...

The Gods of Valhalla and Asgard had lovingly created the Viking people. But after a while, they got bored with watching over the same old tunics, beards and flyaway hair so they turned their hands to pie-making. However, one wise god, Frey (the founder of the 'Bentos' dynasty), foresaw that the gods would need the help of their people at the great battle of Ragnarok. Thus the age of Ragnarok began and the Gods prepared for battle against the forces of evil.



As luck would have it, the heinous god, Loki (who'd never touched a pasty in his life), went and cast a spell over the good gods sending them into a deep slumber. Loki then stole three important weapons from the great halls of Asgard: Thor's hammer, Frey's spear and Odin's sword. When the gods awoke, they realised that in order to retrieve their precious weapons they'd have to impregnate a young virgin on Earth (ahem). This may sound like they felt compelled to follow the Bobby Davro school of thought in emulating the birth of our own dear Lord, but the truth was they didn't have a lot of choice. You see, if gods walk on earth like us mere mortals, they lose their divine powers.

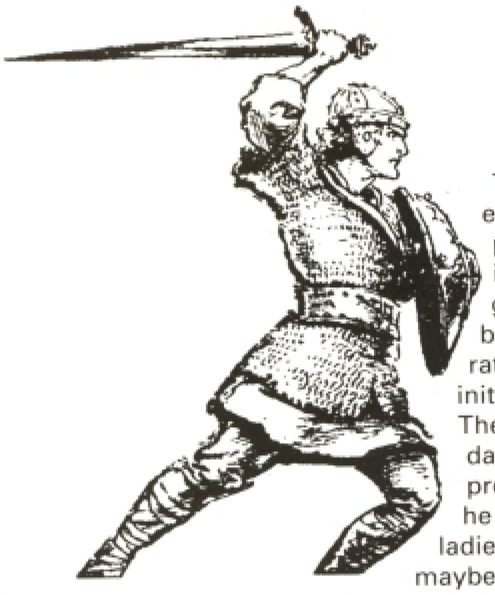
Sooooo... one night, after much thunder and lightning, an innocent young Norse maiden (who didn't even know the meaning of 'tonguies'), was spookily fertilised from above. And so it happened that young Ingrid suddenly gave birth to the baby, Heimdall, without even realising that she was heavy with child.



Hey guys! Look what I picked up in *Anne Summors!*

NORWEGIAN WOOD

And this is where the game begins. It's been divided into two sections – the 'attribute scoring' section and the actual game scenario. The first part follows Heimdall through those tortuous days of puberty and adolescence, voice-breaking and acne, until the village elders hand him a tube of Oxy 10 and inform him that he is the chosen one. *(Ah, he must be starring in the ad. Ed.)* These arcade sub-games are not a gratuitous piece of joystick-waggling. They will actually determine your attribute score (as Heimdall) which will later affect your performance in the RPG part of the game. Your attribute score determines your health, agility and strength and also allows you to pick your band of merry men. You can choose as many as five followers from a selection of up to 30. (For example, if your score is too low, you may have to pick your team from a selection of 21.) They will help you on your quest for the three stolen weapons.



The 'scoring' element takes place over three inventive sub-games, the first being Heimdall's rather laddish initiation cermony. The elders take him dahn the pub to prove what a hit he is with the ladies. Well, er... maybe that's a slightly unfortunate turn of phrase since 'hit' is exactly what he must avoid doing. Young Heimdall has been forced into entering an axe-throwing contest where a beautiful young maiden has been trapped in the stocks and her eight plaits(!) have been nailed firmly down. Your task is to throw your axe and free her braids without damaging her fair visage, which is tricky, as your beer consumption has made your coordination wobbly. But it's almost more fun if you hurt her: then you'll experience the hideously tasteless, exploding head graphic. (Sadly, the finished game will probably include a less-gory alternative.)

Your second trial comprises a rather amusing little jaunt around a pig sty. Heimdall has to try to catch a greased pig, while the villagers watch and no doubt laugh in a hearty Nordic fashion. By the third and final test, Heimdall is a would-be Viking. He takes on a plethora of belligerent warriors on a rather perilous longboat, with only his sword to defend him.

After you've attempted to accomplish all three trials, it's time to begin the RPG adventure where Heimdall sets out on his quest.

NORVEGE NULLE POINTS

When evil Loki stole the three weapons from Asgard, he hid them in different parts of the Norse world. The main purpose of the second part is to find the missing artefacts, but it also contains sub-quests which you'll need to solve before the end of each level. The first thing to get sorted is your five-man crew. Hopefully you will have performed extremely well during your trials and will have no problem choosing some excellent bully boys. However, should you have messed up, you'll be sure to suffer. For example you may have sailors with absolutely no sense of direction, which'll mean your journey time from island to island will greatly increase. In the finished game there'll be characters of differing skills to choose from: shipwrights, rangers, wizards, warriors and thieves etc. Heimdall himself, as a privileged holy child, can pray for divine intervention when the going gets tough. This has the rather handy effect of destroying all the creatures in the room, but beware – all good things come in small quantities and Heimdall has only three prayers per level. Thus not only do you have the pleasure of controlling Heimdall, but you also have the joy of juggling up to six characters at any one time.



Vikings were well-known for their navigational skills...

MY KINGDOM FOR A NORSE

So you've got your crew, which, if you've been sensible about things, will comprise both warriors and wizard types. Although you can take five in your longboat, you can only take two with you when you land on an island – so choose carefully. There are three fab worlds to journey through, in the following order: Midgard (the world of men), Utgard (the world of giants) and Asgard (the home of the Gods). By clicking your sword cursor on the map, you navigate your way to the island that most takes your fancy. Take note, though – your supplies last only four days, after which your strength decreases by a quarter until you die. Hence it's wise not to embark on a three week cruise until you've sussed out the practicalities of such a voyage.



...and their love of hanging out at ski-resorts.

You'll have to deal with the likes of vicious monsters including giants, ogres and the sea monsters not to mention natural hazards like the dangerous whirlpool. The combat system looks initially rather tricky to master, especially for members of the uncoordinated species (like myself). A large window shows an animated graphic of your opponent with his energy level, and those of Heimdall and his crew, depicted on the right hand side. Below are icons offering you the chance to attack, defend, change weapon, fell, or pray for help. Rather like boxing, the fighting takes place in rounds, giving each character the chance to prove his worth or split while the going's good. In addition, there's a wealth of complex puzzles and a positive abundance of objects to collect like jewels, keys, runestones and treasure chests. The spook spell element is also here (the prospect of levitation being particularly appealing), though you'll need to know how to decipher the runes. As you can see from the screenshots, parts of *Heimdall* are very reminiscent of Electronic Arts' rather good 3D isometric game, *Immortal* (see *Deja Vu*, page 97). However, whereas one false move in *Immortal* can send you tumbling to your death, if you fall in a trap in *Heimdall*, it's unlikely that it'll prove fatal.



...their generosity



... their fearlessness

NORSE CODE

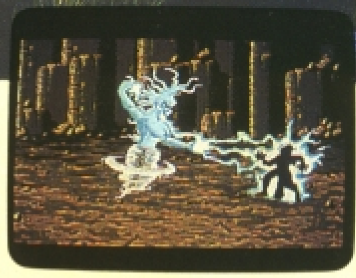
The talented pair behind *Heimdall* go through life by the professional name of Eighth Day. Jerr O'Carroll is the artist responsible for the game's superb cartoony graphics. So it may come as no surprise to learn that he previously worked as an animator for the Sullivan-Bluth studios (of *All Dogs Go To Heaven* fame). Jerr and his partner, programmer Ged Keaveney, have been working on the game since March and aim to complete it by Christmas. They both agreed that they wanted to produce a different game from the traditional RPG fayre – an extremely playable game with lots of variety and unusually striking graphics.

Heimdall certainly looks set to break the mould of RPG adventures and seems destined for *enorsemous* success. 'Nood doog'.

MOONSTONE

A HARD DAYS KNIGHT







SO MUCH FUN –YOU'LL DIE!

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761


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What are you hoping to find in your stocking this year? A couple of walnuts and an organic orange? Terry Venables' *The Manager* board game? The latest 'la-la-la la-la' *Look-In* Annual? A Spirograph set? Or a CDTV? *Ben Caudell* checks out if it's worth asking Santa for the latter or whether your letter to Lapland should request a piece of hairy string instead.

CHRISTMAS CDTV GUIDE



Let's place ourselves in an imaginary situation. You've just rescued an old lady's cat from a tree (or some similar act of chivalry) and she says to you: "Oh, thank you. As a reward for your good nature I'll buy you a Christmas present that can cost anything up to six hundred pounds. I am as daft as a brush and don't understand metric money, which I keep under my bed. Do you like that Cliff Richard? He is a nice young man, isn't he...?" The question is, what do you choose? Luckily I've already thought about it and I've up with two options.



OPTION A
CDTV AND A PENNY CHEW

Most of the dosh in this option goes on the CDTV (£599.99 to be exact), but it does come with a few handy gadgets.

1 The CDTV unit. It comes in a big cardboard box with lots of other things.

2 The remote-control controller. It's got a console-style joypad, a couple of fire buttons, numeric keys, and some CD controls. Rather generously, Commodore have chucked in a couple of batteries (which silly old Santa often forgets, causing misery until December 27th).

3 A disc caddy (or jockey). You have to stick the CD in this and then wham it into the machine. Apparently, CDTV discs have more info packed onto them than normal ones, so they need a DJ (or Simon Bates) to keep them rock-steady in the machine.

4 *Welcome* CD. A tad on the boring side. Guides you around your CDTV. As if I haven't already done that for you.

5 *Lemmings.* The same game we know and love from the Amiga.

6 *The Hutchinson Encyclopaedia.* Obviously thrown into the package so that kids everywhere can say to their parents: "It's not for games, it can help me with my school work. You don't want me to fail my GCSEs and have to work on a sewage farm, do you? Or don't you care about my future? I bet you don't, do you? I bet you don't care if I die!" and then storm off to bed.

Actually it's a bit pointless, since you might as well look in a book. The only really interesting entries are those that have sound and a picture. Look up Mozart – you hear music! Look up Mrs Thatcher – she speaks! Spook!

7 A Trebor Fruit Salad sweetie. Still possible to pick one of these up for a penny, according to my sources. Maybe you could chew it while unpacking the CDTV.

OPTION B
SOME STRING

1 According to our extremely well-reserched calculations, for £600 you could buy over 8.5km of 1.5mm twine. (And that's official.)

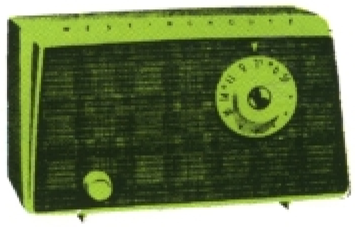
ZERO and Radio Luxembourg present a new kind of radio show...

ZERO HOUR





Bill Beaumont says: "Yes, it's a new kind of radio show alright. Sixty minutes of slammin' sounds you can chill to. It's safe!"



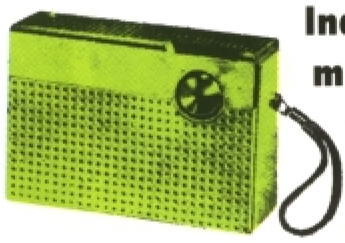
Bill's right. But there's more than just slamming sounds, there's also up-to-the-minute computer news, game reviews, interviews and competitions. Phone in and win fabulous prizes. But don't just take our word for it, here's Bill again...

LUXEMBOURG RADIO
ASTRA SATELLITE AND 1440 AM

Bill Beaumont says: "ZERO and Radio Luxembourg make a kickin' combination. Get real, tune in to the dopest show around."

Bill Beaumont's mum says: "Listen to my son. He knows what he's talking about. He's one of the team captains on the BBC1 quiz show A Question Of Sport – they don't give that job to just anyone you know."





Indeed they don't. Both Bill and his mum have already woken up to the fact that ZERO HOUR is the place to be between nine and ten on a Tuesday evening - especially when you realise that there's a section of the show dedicated to consoles called INTO THE GAME ZONE. All in all it's a case of "Be there or be square". In fact it's more than that. Let's leave it to Bill to explain...



Bill Beaumont says: "Be there – or be watching *The Bandung File* on Channel Four."

TUNING INSTRUCTIONS

ZERO HOUR is broadcast on Radio Luxembourg every Tuesday evening between 2100 and 2200 (that's between nine and ten o'clock for the thicky twins). On Medium wave you'll find it by tuning your dial to 1440 KHz. Got that? 1440 KHz on medium wave. However, if you're poncey enough to own an Astra satellite then do the following – find RTL4 TV station, press AUDIO, and Bob's your uncle... ZERO HOUR in stereo. (If you want stereo but haven't got an Astra satellite, you could always try the same thing using a Vauxhall Astra... it probably won't work, but you never know.)



ZERO HOUR and INTO THE GAME ZONE. *Only* on Radio Luxembourg.

CDTV VERSUS 8.5km OF STRING

HOW DO THE TWO COMPARE, HEAD TO HEAD?

GAMES

CDTV: The CD-ROM drive gives excellent potential for games. It can store 550 Megabytes (about 700 floppy disks' worth) which means that while access time is no quicker, there's no need for disk-juggling in big games. And the fact that you can grab digitised shots from the CD should make for some excellent graphics. Sound potential on games is also enormous, since CD music and effects can go straight to your hi-fi's loudspeakers.

There are two facilities for saving game positions. There's a slot for plugging in a RAM card in the front of the machine, or you can add a normal Amiga external drive. This latter option gives you the opportunity to play Amiga games on the CDTV (but only those that don't use a keyboard).

STRING: Some fun could be had building a cat's cradle, or tying up your best friend.

CD

CDTV: You can play normal audio CDs on the CDTV. It's a shame that there's no program to create spacy disco lights on the TV in time to the music – all you get is a CDTV logo changing colour as it bounces around the screen. A control screen allows you to fully program the playing order and skip tracks. One rather tasty feature is that you can create a loop in a track, effectively making your own sample.

STRING: Although you can't play CDs on the piece of string, you could thread thousands of the shiny discs onto it, possibly getting into the *Guinness Book Of Records.*

CD+G

CDTV: CD+G stands for Compact Disc plus Graphics. You might think that this means you can watch videos with CD+G discs but you'd be wrong. Since CDTV can't show moving pictures at the same time, all you get are still pictures of your favourite *artistes* as you listen to the music, with the words flashing up in a karaoke stylee. Current CD+G discs include Fleetwood Mac, Jimi Hendrix, Chris Isaak and Alphaville (remember *Big in Japan?* No, of course you don't.)

STRING: The string falls down in this section. If you had the energy, you could use it in a display of synchronised gymnastics, while dancing to your favourite Roxette hit.

MUSIC

CDTV: Microdeal have some software on the way which looks rather interesting. *CD Remix 2* allows you to remix CDs (obvious, really) and *Joky Karaoke* allows you to sing along to a CD soundtrack using Voice Master, a microphone/CDTV interface.

STRING: Could be used to make some sort of rudimentry guitar, I suppose.

OTHER THINGS

CDTV: There's lots of software planned, with such illustrious titles as *Dr Wellman's Family Health Adviser* and *The Timetables of Business Politics and Media.* On the dodgy side, there's *Women In Motion,* a collection of 19th Century nudie pics.

STRING: Luckily enough, none of this boring nonsense applies to string.

TYING THINGS TOGETHER

CDTV: Worse than useless. Trussing up things with a CDTV is a definite non-starter.

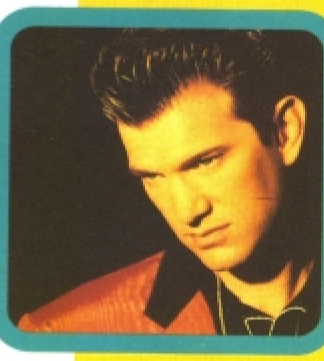
STRING: Excellent. Wonderful for tying things, string is perfect for a whole range of knots: grannies, slips and half-shanks.



CDTV - QU'EST CE QUE C'EST?

CDTV stands for Commodore Dynamic Total Vision (and not Compact Disc Television, as you're meant to think). Basically it's a 1Meg Amiga without a keyboard or disk drive, attached to a CD-ROM drive. It's boxed-up in a nice, smart black box that you can stick under your telly so no-one notices it's a computer.

According to Commodore, it isn't a 'computer' anyway – it's an 'interactive multi-media device'. Still, it's got all the usual holes you'd expect to find on a computer (including printer and MIDI) plus one to bung a keyboard into. There's no place to plug joysticks in, but there is an add-on promised that means you can use joysticks in remote control. It comes with a mains lead (and plug), stereo leads to plug into a hi-fi, and a TV lead (though you can plug it into a monitor if you've got a lead).





CD-I – WAS IST DAS?

CD-I stands for CD Interactive – it's a new development by CD pioneers Philips. More powerful than CDTV, CD-I will be able to pull video images off the disc at the same time as playing audio. This makes it useful for 'multi-tasking' as the pros call it. It'll mean that you can have moving images accompanying music.

Like CDTV it has the same 68000 processor, but other than that it's incompatible.

There are plenty of CD-I applications being developed – including games – but don't hold your breath for it's release. Although it's being launched in the US some time early next year, it won't get across to these shores for about a year.

CDTV GAMES

So, having looked at the comparisons (and being a hardened games-player), you'd probably say to the old hag: "I'll take the CDTV and the sweetie, you can stuff your string malarky, old woman!" Then you grab the cash, nip to the shops and grab the new sleek black gizmo. But what are the games like? Well, at the moment, most of the games on offer are little more than straight ports of Amiga games with a few add-on bits to 'utilise' the additional CDTV capacity.



XENON 2
Mirrorsoft/£29.99

The Bitmaps' classic shoot 'em up appears as one of the first CDTV products – it's just as fast and furious as it ever was, although slightly more hard to control with the joypad. The Bomb The Bass *Megablast* soundrack has been remixed and now sounds better than ever when heard on CD through hi-fi speakers. The extra capacity of the compact disc has been used to include some other Rhythm King classics including S-Express and the lovely, pouting Ms Elizabeth Boo.

Unfortunately, due to licensing agreements, you can only listen to these extra tracks during the front end screens. To make the most of them, there's a whole section where you can select your favourite *artiste* to see some pics of them and a few choice *Chart Show* style info snippets. If you select 'our Betty', you get to discover that her greatest fear is lizards.

FORTHCOMING GAMES

B.A.T./Ubisoft
BATTLECHESS/Interplay
BATTLESTORM/Titus
FUTURE WARS/Interplay
THE HOUND OF THE BASKERVILLES/On-Line
JACK NIKLAUS GOLF-CDTV/Accolade
PSYCHO KILLER/On-line
PREHISTORIK/Titus
PRO TENNIS TOUR II/Ubisoft
UNREAL/Ubisoft

FALCON
Mirrorsoft/£44.99

Falcon came out quite a while ago on the Amiga, but it's still a fairly competent flight sim with smooth graphics and plenty of realistic detail. The CDTV version comes with 24 missions (which include those available on data disk for the Amiga) and some other extras that utilise the CDTV's capacity.During the mission briefing, your instructions are accompanied by the voice of the commander and a training film to demonstate your objectives. When you're airborne, the voices of other pilots can be heard. The graphics and gameplay are exactly the same as the Amiga version, making it a bit disappointing.

SIM CITY
Infogrames/£29.99

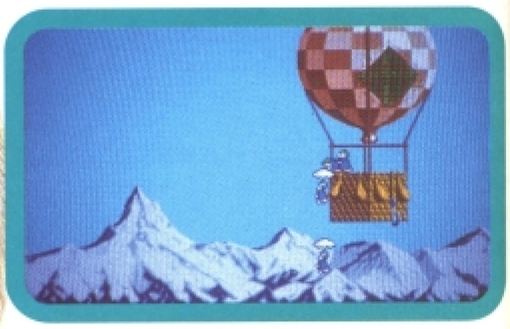


It's no surprise that a classic on every other format should be one of the first to appear on CDTV. Building your own city is still as addictive as ever, and as well as the normal graphics, there are medieval, western and future city scenarios.

Also thrown into the bundle is a rather 'dodgy' rock track to accompany your urban planning. The only hassle with it is that, as per usual, the joypad makes it rather difficult to control what's going on. Again, it's no different to what you'd find on the Amiga, but then you wouldn't want to mess too much with such a tried and tested formula, would you?

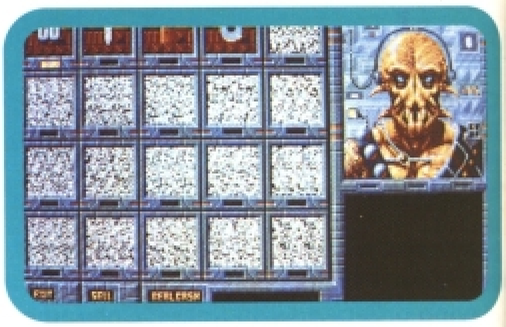
LEMMINGS
Psygnosis/Included With CDTV

Basically the same cute little game that we know and love from days gone by on the Amiga. Still brilliant fun, but is better played with a mouse (obviously only available as an optional extra). It comes with a demo for the stunning-looking *Planetside,* which looks to be about the best game to be seen on CDTV – making better use of the machine's capabilities than anything else around at the moment. It features smoothly-scrolling digitised landscapes and graphics and some blasting sound effects. Unfortunately the game won't be available until this time next year.



WRATH OF THE DEMON
Readysoft/£30.60

This is almost exactly the same as the Amiga version, but is in fact slightly easier and more enjoyable because of it. (Check out *Deja Vu* to read about the PC conversion.) There's nothing new in the CDTV version except that the Amiga's many disks are gone and it's all stuck on the one CD.



STRING'S THE THING

So, judging from the currently available software, there's nothing that makes the CDTV the machine to have for the gamesplayer.

Every game out at the moment is really a straight port of the 16-bit version.

Software publishers are unwilling to invest the large amount of money required to develop games for a machine that's only just coming onto the market.

So until something turns up that really makes use of the CDTV's potential, I'd try and lay my hands on that 8.5km of string if I were you.



GODS
THE BITMAP BROTHERS
ACE TrailBlazer
ya HEAVEN SENT
GOLD
MEGASTAR Joystick
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1 ST ACTION A1 RATED
HIT
ZERO HERO
HIT
ST FORMAT GOLD
"Spankworthy"
Paul Ledbury – Oxon (Registered God)
Have you got what he's got ?
THE BITMAP BROTHERS
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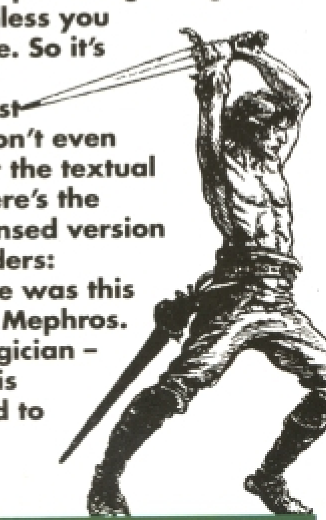
review

DEATH BRINGER

It seems everyone chose to leave out one major fact about the nativity. There weren't three wise men or magi, there were four (according to Empire): Caspar, Balthasar, Melchior and Mephros. They brought gold, frankincense and myrrh – and a sword. That sword was called *Deathbringer* and it had a mind of its own as *Amaya Lopez* was to discover.



The intro sequence to *Deathbringer* is somewhat reminiscent of a Thallion novella. It reveals itself as a thesis of deep psychological insight into the many characters and their complexities. Unfortunately, whereas with a Thallion novella you can pick it up, swivel round in your chair and aim for the nearest bin, there's no real getting away from an on-screen scroll. Admittedly there's the 'keep your eyes tightly closed and press space bar furiously' approach but this may just result in your cocking-up the beginning of the first level – unless you peep of course. So it's peeping toms ahoy – and just so that you don't even have to suffer the textual tome once, here's the special condensed version for ZERO readers:



"Once there was this geezer called Mephros. He was a magician – and he and his mates wanted to blow up the world. Then there's another geezer, Karn The Barbarian, who's a bit of a do-gooder. So the magi make a magic sword, named Deathbringer, to kill him. But Karn finds it in a bush."

Simple, eh? Right, you're sussed on the story so you'd be forgiven for thinking, "Well Karn's got the sword so he's presumably out of danger and we can all go to bed" (so to speak). Ah, but not so fast. This sword is possessed by a demon whose insatiable appetite for blood must be constantly nurtured. If Karn does not hack and slay, slice and sliver everything in sight, then he will be greatly weakened, the sword will throw a wobbler and proceed to turn him into mincemeat. Such are the cruel ways of the world that force a humble, if primitive man, to become a compulsive sadist.



***Deathbringer*: A nasty geezer called Mephros tries to kill a nice geezer called Karn, according to our reviewer.**



ST

Amaya: The first thing I couldn't help but notice was Karn himself. Well, the way he walks to be exact. And jumps. His deportment is akin to Larry Grayson mincing to the toilet and he hops around like a veritable Knight of Ni. Somehow this doesn't bode too well for taking your hero seriously. However, despite this slightly sissy element, *Deathbringer* really is quite hard. There are enemy monsters and hulking barbarians lurking all over the shop. Some like the little green goblin things armed with clubs look harmless enough – but lose your cool for two seconds and you've pegged it. There are comical goblins on huge snails that fire an incessant stream of arrows and strange orifices on legs that 'burp' rocks at you. In addition rather incongruous hens come swooping down bombing you with eggs, not to mention the devious jumping rocks.

You can tell how much energy Karn has left by keeping an eye on your blood-smeared sword icon at the bottom of the screen or 'soul-meter'. There's a variety of end-of-level nasties including giants stamping their feet as your minuscule sprite darts in between them, huge snakes breathing fire and giant clawed dragons. A novel twist to the game is that you can choose to go right or left at the start of any level and you'll meet different creatures according to the direction you take. Digitised sound effects are the order of the day with ear-piercing screams. The graphics are rather smart too, but I'm not sure how much you'll really want to persevere with the game unless you're a dedicated beat 'em up fan. Overall, though, an above average fantasy hack and slay – with added skipping for the less macho amongst us. STOP

WHAT'S WHAT

TITLE	Deathbringer
PUBLISHER	Empire
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	Out now

GRAPHICS	83	ADDICTIVENESS	78
SOUND	80	EXECUTION	82

OVERALL 82


In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.
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TAITO™
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review

OUTRUN EUROPA



Speed through some of Europes most glorious landscapes...

"*Outrun Europe?*" cried *Lord Paul* defiantly "That'll be easy. It's a huge continent you see, so it can't move." His hearing isn't getting any better, is it?

O*utrun Europa***, catching the mood of the moment, starts with two cases of 'removing a vehicle from the possession of its rightful owner'. The victim of the first crime is Simeon Kurtz who, despite sounding like a hairdresser with ambivalent sexual preferences, is in fact a 'senior operative from Unit 6'. It's not made clear what Unit 6 is but it's obviously jolly important, and a lot bigger and better than Units 1, 2, 3, 4 or 5. Kurtz has had his Ferrari F40 (don't you hate him already?) half inched along with the secret documents he left on the back seat. So he swipes a nearby motorbike and sets off in pursuit of the thieves but his problems are just beginning. For starters his employees have taken full advantage of the Government's industrial relations legislation and decided to annihilate their careless employee. Added to that someone's rung up Sue Cook on *Crimewatch* and dobbed him in to the filth. So the hapless Kurtz is being pursued by the law, the secret service and the guys who swiped the car.

What all this boils down to is seven levels of chase action. Each level represents a different location but the same target – that flaming Ferrari. In reality you're actually racing against the clock. You can drive your little heart out but you'll never catch the Ferrari, you simply have to complete the course before the timer runs out in order to get into the next section.



Enjoy some fabulous leisure sports...

It's quite a travel itinerary, first a hack across sunny Kent on your bike, then a quick jet-ski across the channel, then pleasant motoring through France and Spain in a Porsche. There's barely time to pick up the latest Harold Robbins before it's time to power-boat across the med. Then at last you get your hands on a Ferrari 40 for a burn through Italy and Germany. It beats a Club18-30 holiday any time.

WHAT'S WHAT

TITLE	Outrun Europa
PUBLISHER	US Gold
FORMAT	ST & Amiga
PRICE	£24.99
RELEASED	Out now

AMIGA

Paul: *Outrun* eh? Now there's a title to strike terror, or at least mild boredom, into the heart of the most hardened gamesplayer. It would be fair to say that previous *Outrun* games have been of the "file under really rather crap" category. *Outrun Europa* is an improvement on this but it doesn't exactly set the world on fire.

In its favour *Outrun Europa* has got variety, both with the locations and the vehicles. There's also plenty of activity going on. Although your main interest is the bloomin' car snaffler up ahead, you've also got to watch out for the world and his wife who are out to interfere with you (so to speak) This interference might simply be a case of getting in your way, forcing you to slow down or crash but it's equally likely to be a case of dropping an explosive device on your head. There are also bonuses/power-ups to pick up along the way.

That's the good side. The bad side is the speed. Having just come from playing *Road Rash* on the Mega Drive, the opening motorbike level seemed a tad slow. It had loads of scenery mind you, all those two-dimensional houses beloved of people who live beside computer race tracks. This adds a bit to the atmosphere but it doesn't really compensate for the loss of speed. The collision detection is also a bit ropey, particularly when it comes to picking up the bonuses. Occasionally you can virtually ride over them without making a pick-up while at

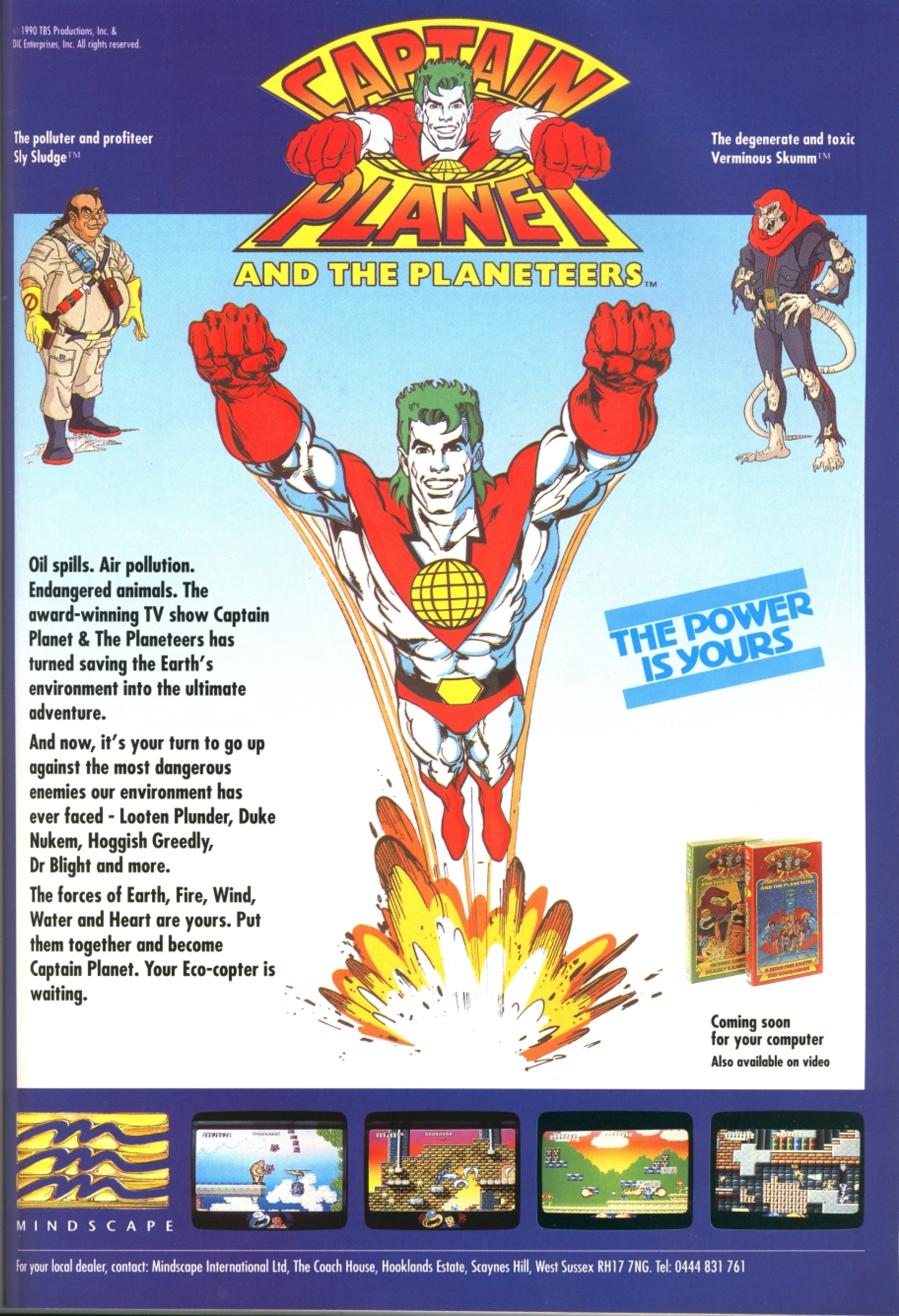


Spend some time in a Spanish nick...

other times you only need to be in the same time zone in order to collect. However, the really (and I mean *really*) irritating thing is the links between the levels. It's never clear when you've successfully completed a level. Time and again I'd get to the White Cliffs of Dover and find the scenery going spookily backwards with the time ticking away with it. At the end of the time I'd sometimes find myself in jail and other times clambering onto a jet-ski. For all the sense I could make of it, it might as well have been random.

So you've got all the good points and all the bad ones. Gather them together and you get a challenging and moderately addictive race/chase game. Not outstanding, but certainly the best *Outrun* game to date. STOP

GRAPHICS	80	ADDICTIVENESS	82	OVERALL 80
SOUND	78	EXECUTION	79	

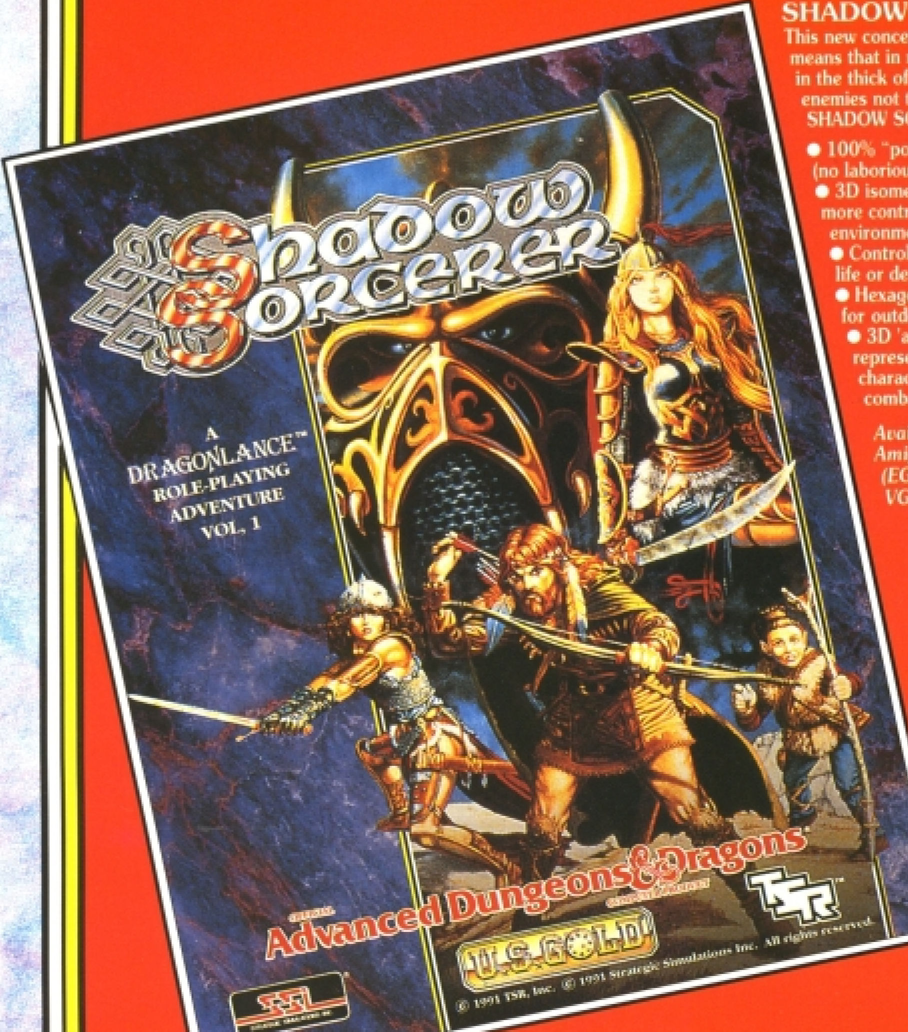


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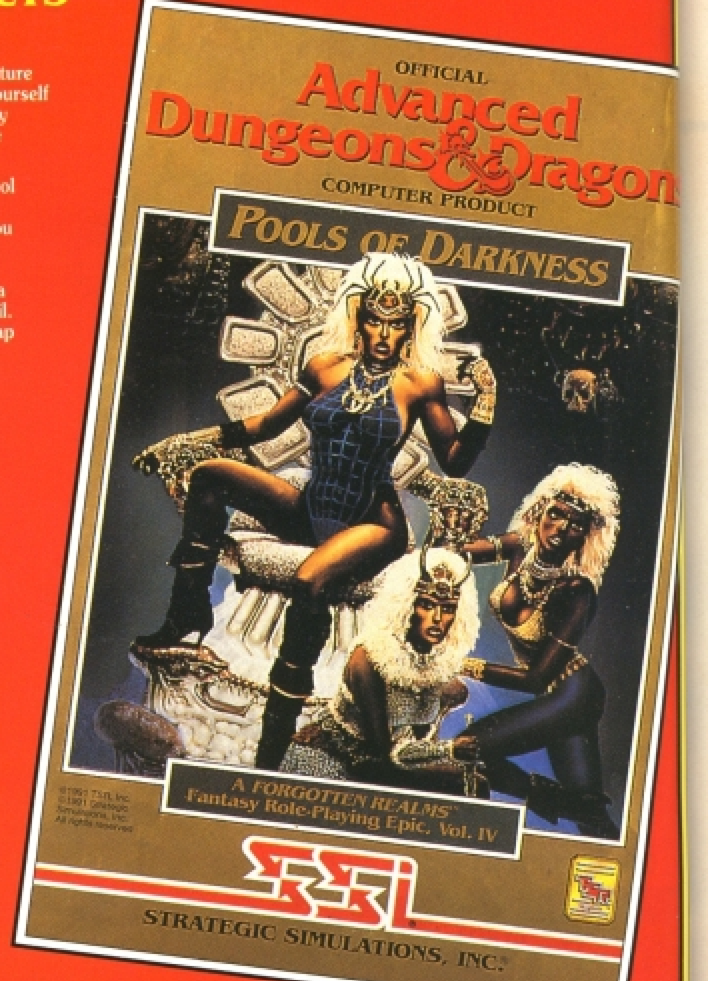


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This new concept in role-playng adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

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Available on: Atari ST, Amiga (1 MEG) & PC (EGA, CGA, VGA, TGA).



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First, there was POOL OF RADIANCE. Next came CURSE OF THE AZURE BONDS. Then followed SECRET OF THE SILVER BLADES. Finally, there is POOLS OF DARKNESS, the conclusion to this AD&D® Computer Game series! You've come full circle, back to the Moonsea region to fight the ultimate battle to save the FORGOTTEN REALMS™ itself. Prepare yourself for an adventure that's nearly twice as big as any other AD&D® computer game! Transfer your characters from SECRET OF THE SILVER BLADES or create new ones. Either way, you're in for high-level action that'll end this series with a bang!

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Secret of the Silver Blades Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

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CIVILIZATION



It has taken *Michael Horsham* several years to become an even vaguely civilised member of the public. In addition his passion for Sir Kenneth Clarke pullovers made him the ideal man for this job. We handed him a copy of MicroProse's *Civilization* and he started planning the first hand-tooled kebab holder (or something).



ZERO HERO

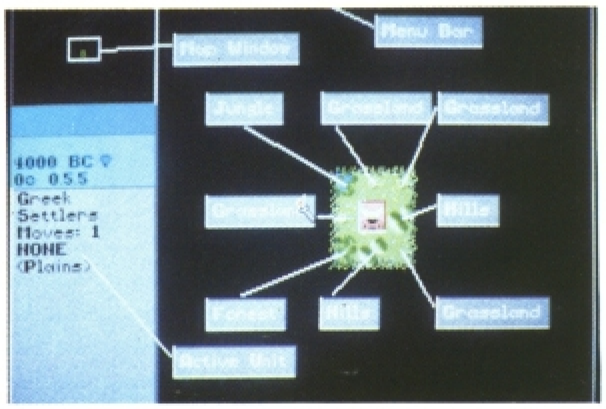
Ah, 'civilization'. It's a pretty loaded concept, isn't it? After all the idea that only western industrialised nations are civilised and other races who haven't got around to developing germ warfare, chemical factories, oil tankers, factory farming, CFC's, large-scale commercial whaling, nuclear power stations, space junk, monosodium glutomate, mutant chickens, Barbie dolls and plastic thingies that hold 4-packs of beercans together aren't, is plainly ludicrous. *(Crap grammar, Bucko. Ed.)* With such a list to our so-called civilisation's credit, it may seem a little odd that MicroProse should produce a game dedicated to a sad repetition of the preceeding eight-and-a-half thousand years which led to our current state of affairs. Hmmm...

Well, *Civilization* is one of those games – like *Sim City* or *Populous* – which, initially at least, seems awesomely ambitious in the scope of what it tries to achieve. *Sim City* fans will have relished the prospect of having control of an entire city, whilst *Populous* aficionados will have enjoyed their newly-found status as a deity. However, *Civilization* tries to take this whole God-thang a couple of stages further. With Sid Meier, author of the complex (but entertaining) *Railroad Tycoon* at the helm, it's a state of affairs to be expected.

This game abandons such menial and lowly tasks as playing God to an imaginary people or the boardroom wheeler-dealing of railway management in favour of having the chance to control the entire human race. It begins at that famous landmark in history where men and women stopped being hunter-gatherers, wandering aimlessly dressed in hessian, and started getting down to the business of civilisation.

So, eight-and-a-half thousand years, then? The entire span of human civilisation, eh? The birth and death of entire cities, huh? The invention of the alphabet? The wheel? Wars, armies, towns, cities, irrigation of the deserts, mining, gunpowder, progress in metallurgy, bronze and iron ages, masonry, mathematics and philosophy, the shift in systems of government from despotism through to democracy and the *faux pas* of Dan Quayle? Right up to the imminent conquering of space with the colonisation of Alpha Centauri? All in one game? Well... yes, actually, and very entertaining it is too.

The whole thing kicks off with a narrative about the beginning of the Earth, and from then on, you're on your own, buddy. It's a decision-making game and that's really all you need to know to get involved. As you go through time, starting at 6,000BC, you're presented with an increasingly complex range of decisions to make, mainly because all other emergent civilisations on the planet are busy making decisions too. Who will come out on top?



Muscle-in on a *Mussolini*? Ram a Roman?

TEN DEAD DIFFICULT DECISIONS TO MAKE IN CIVILIZATION

1. **Whether or not to trust the Zulus**
2. **Whether or not to trust the Americans.**
3. **Whether to be pleased at being more famous than Benito Mussolini.**
4. **Whether you should wage war on every other civilisation.**
5. **Whether to build a hopelessly lush palace.**
6. **Whether to go for broke in the first 200 years of playing time.**
7. **Whether to spend your hard-earned money on Triremes (look it up) instead of grain.**
8. **Whether to bribe other politicians.**
9. **Strewth, I'm being attacked, what do I do?**
10. **My people are starving Romans, but shall I build a space-rocket anyway?**

DIPLOMATIC ADVICE ON THE COMPETITION

Romans: Don't trust 'em.
Aztecs: Watch your back.
Zulus: Careful!
Greeks: Extreme caution advised.
Americans: As you'd imagine.
English: Well, what can I say?
French: Weird or what?
Raiding Barbarians: 'Nuff said.

Michael: In the role of leader of my nascent civilisation – Maximillian by name, despotic by nature – I found myself able to make decisions on their behalf. Things like where to build my first city, what to spend my money on and what kind of additions to make to my hugely splendiferous palace. Strangely, I chose to call my people The Cholmondley's (pronounced Chumley), but it didn't seem to adversely affect their ability to civilise themselves. Indeed, at various points in the game I found myself doing incredibly well. I reached the top of the league of world civilisations, as decided by the four computer-generated historians who monitor your civilisation's progress through a snappy and relatively fast-moving timescale.

This game is complex, but not as obviously so as its predecessor, *Railway Tycoon*. It does share some of the scholarly, historical traits of that game, but that shouldn't put off those people who like this kind of role-playing, decision-making stuff. At least with this baby you're straight into the gameplay and for all the machinations and hidden calculations affecting the outcome of your despotic decisions, its surprisingly easy to play.

Like other games of this ilk, the screen is dominated by a map of the world upon which your own civilisation is growing. The more civilised you become, the more able you are to explore and expand the boundaries of the 'known world'.

Across the top of the screen is a pull-down menu bar, through which commands to your people and cities, updates on the status of your civilisation and general info can be accessed. Civilisations are advanced through the act of building, and you can build anything from a musketeer to a diplomat, a spy or a spaceship. Mouse control makes the whole thing easy, and although the controls couldn't really be called intuitive, they are easily learnt. However, close reading of the manual is recommended.

Once you've got to grips with the idea of the game (that decisions made by you on behalf of your people are likely to have far-reaching effects, and that because of that, you might have to think about what you are going to do), then it all becomes fun. More fun is added by the fact that although you can't see 'em, most of the other civilisations in the world are developing too, so the race is on for you to build wonders of the world (hanging gardens, Collossi, the usual sort of thing), discover the wheel and do the other things that make the world spin. Spanners are regularly chucked into the works as civilised geezers from all over the place are liable to show up at a moment's notice and either wage war, do diplomatic deals or make whoopee.

Nothing much happens on the screen animation-wise in the early stages of your world. Probably the weakest part of *Civilization* (as it was with *Railroad Tycoon*) is the graphics. Rather than employ a graphic designer (correct me if I'm wrong) it seems that Mr Meier has resorted to 'programmers graphics'. Battles between your troops and opposing armies are rendered with the square representing the defeated army simply disintegrating, but space-flight looks an interesting option. I didn't quite get civilised enough to try it.

In spite of a reasonably detailed depiction of your territory on screen – featuring roads, cities, irrigations, and geographical detail etc – this is predominantly a game of the imagination and, bizarre as it may seem, it works really well.

Civilization is a great game, but it could have been much better with *Powermonger*-style graphics. (*I love the little people. Ed.*) Because history is made to clip along at an astounding rate (roughly 1,000 years every half an hour or so), the game stays entertaining and it's easy to find yourself relishing the prospect of ultimate control of a civilisation devoted to massaging your bloated ego.

If you're game for a laugh and have a few hours to spare, don't mind thinking a bit and have a hankering to try and see if you can make a better job of 8,500 years than we appear to have done (and you're a bit of a train-spotter to boot) then this could well be the game for you. I lurved it. STOP

HASSLE FACTOR:
You really need to read the manual and the cursor interface is a tad clumsy.

MY FAVOURITE BUILDING
(A Five Minute Channel 4 Programme On The Delights Of Architecture)



Bonjourno, Broccoli. Ah remember when ah was a tiny gear sprocket. I loved to gaze adoringly at my toes. Then I would pop the large one in mah mouth and gaze at this architectural monstrosity. It was the DHSS building in Newport Pagnell – the Capital of the Chinese tribe in Sid Meier's *Civiliz-thingy*. As your peoples grow fonder of you (wibble), they'll build you a palace. But just like a yummy yummy Woolies Pick 'n' Mix, you get to choose the individual portions and their architectural styles.



Attack an Aztec? Bomb a Barbarian? Zonk a Zulu?



Gun down a Greek? That's civilisation, folks!

ONE QUITE MAD THING THAT HAPPENED WHEN I WAS PLAYING CIVILIZATION

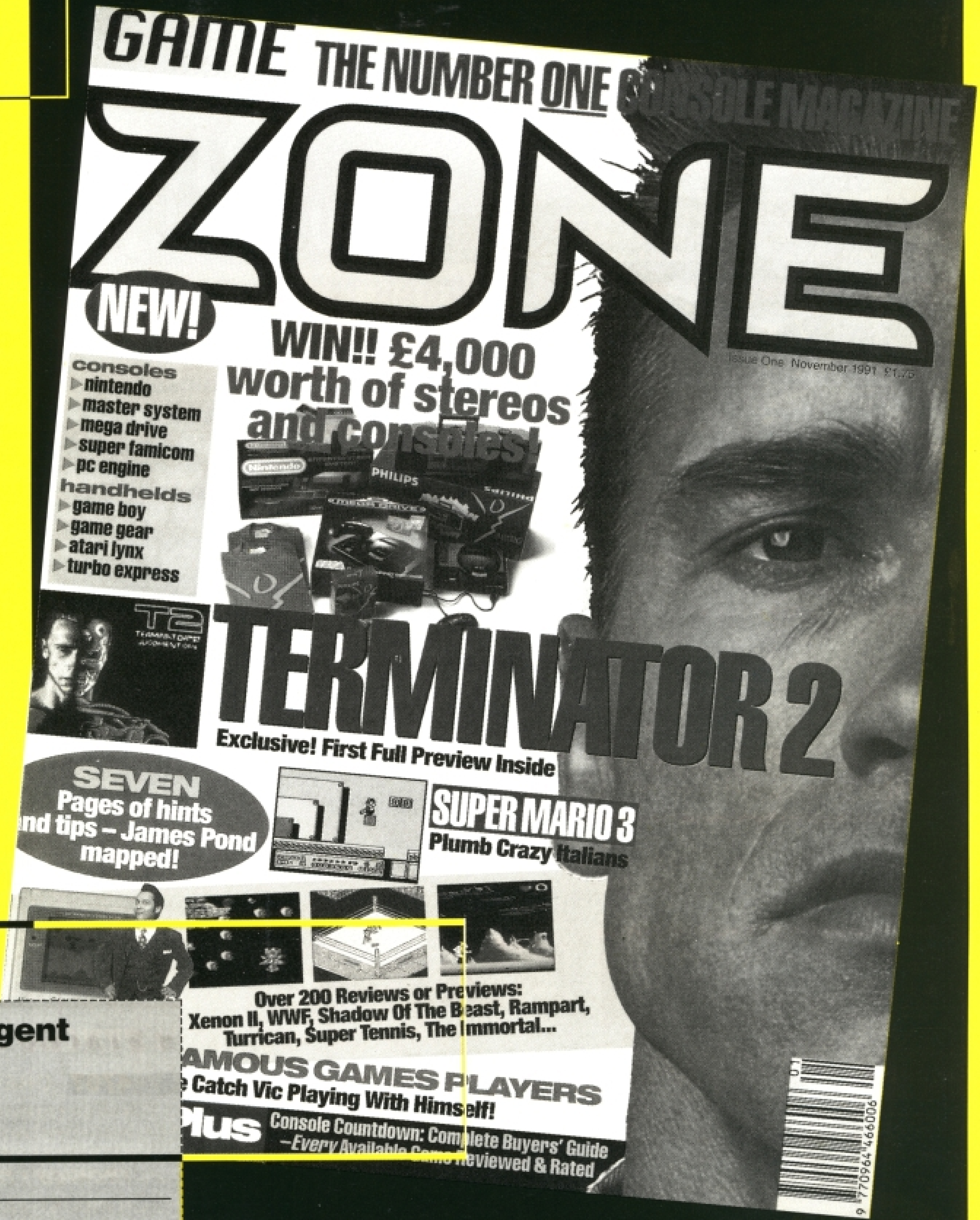
The Zulus made Darwin's classic voyage of discovery.

WHAT'S WHAT

TITLE	Civilization
PUBLISHER	MicroProse
FORMAT	PC/Amiga & ST
PRICE	£39.99/Tba
RELEASED	December/Tba 1992

GRAPHICS 70	ADDICTIVENESS 88	OVERALL 90
SOUND 65	EXECUTION 95	

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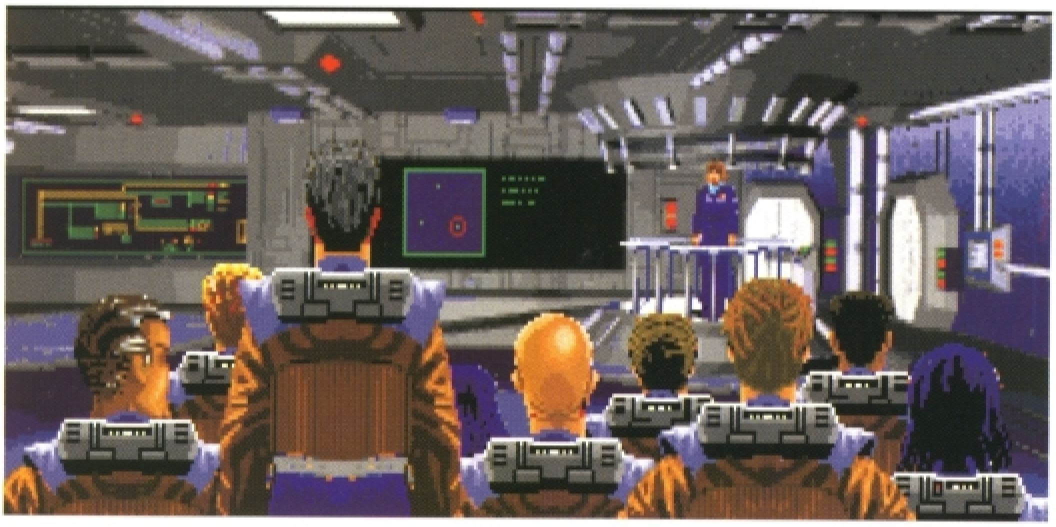
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WING COMMANDER 2



You there, at the back, Tomkins Junior. What's the theory of Nuclear Fission?

"Gee, I've always wanted to be in the movies," said *David Wilson*. No sooner said than done, retorted Origin. So it's roll credits, roll music and roll over Beethoven, as we check out the latest instalment in Origin's interactive movie epic, *Wing Commander II*.

If you were employed as a W.A.T. (that's Wear And Tear) Inspector examining the carpets after the recent ECES show in Earls Court, you'd be rather startled to find that 99 per cent of said man-made fibre was practically untouched by human foot, and the remaining one percent was threadbare – not so much shagpile as shagged pile. Hold it, don't call Arthur C Clarke, there's a simple explanation. The reason being that this one per cent was the carpet directly in front of the large video monitor. What was showing on said monitor to attract so many shuffling feet? The demo of Origin's *Wing Commander II*, that's what.

There's no denying the *Wing Commander* series is mighty impressive, and whenever Origin show it off the game proves a real crowd-puller. The original *Wing Commander* topped the charts and sold by the bucket-load. But what was it really like? Well, in the cold, harsh retrospective light of day it was a case of superb graphics, beautiful presentation, shame about the gameplay.

This disappointment was compounded by the fact that the game was written for the significantly larger US PC set-ups. On the more usual bottom-end UK machine, *Wing Commander* chugged along, had loads of accessing breaks, and took up a whopping great chunk of hard disk to start with! So what of *WC2*? Well, the game takes off from where *Wing Commander* finished, with slight refinements to gameplay and a more complex story line. So, have Origin corrected the problems of the prequel?



If you ask me, Kit.E.Kat is horrid.

WHAT'S WHAT

TITLE	Wing Commander 2
PUBLISHER	Origin Mindscape
FORMAT	PC
PRICE	£39.99
RELEASED	Out now

WHOSE LINE IS IT ANYWAY?



Oh no, it's Julian Clarey's turn to do the comical over-dub. This week it's *Wing Commander 2*. (*Read in Julian Clarey Voice. Ed*)



"Oooh, that's a very nicely painted space ship. I think I'll take it for a spin around the block. That'll impress the boys outside the Wimpy. I thank you." (*Audience murmer.*)



"With my tight blue trousersuit, I hop into my cockpit. Oooh, that's quite a mouthful, isn't it? No don't be crude." (*"Grumble, mumble." Audience.*)



"Hello young man. Have you come to strap me in? You'd better stand back because I'm about to engage my thrusters." (*"Fancy going down the pub?" Audience.*)



"Well... here I go then. Goodbye.... Zoom." (*"That was absolutely pathetic, wasn't it?" Remaining audience member.*) Clive Anderson gives Julian nil points. End of Part One...

WHOSE LINE IS IT? *PART TWO*

It's Tony Slattery's turn now *(Let's hope there's no 'toilet' jokes. Ed.)*



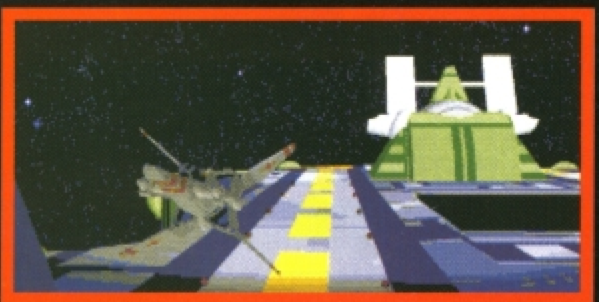
"Phew, I'm cleared to land, but can I get permission to use the toilet?" *(Oh God. Ed.)*



"I've got two holes in my tail, and a knot in my willy, so cut the small talk, Caernarvon."



"Look at all those lovely run way lights. Oi! That's the 'toilet engaged' light!"



"Call out the emergency stand-by toilet, Caernarvon, my bladder's on overload."



"Toilet ahead! Anyone familiar with the sheep shank?" (Clive gives Tony nil points.)

David: The first thing you encounter on opening *Wing Commander 2* is – wait for it – that the game comes on 14 disks. I think that deserves an exclamation mark, don't you?! If your PC set up has a 100% compatible Sound Blaster sound card you can purchase a Speech Accessory pack which adds loads of digitized speech to the existing sound effects and music – this is a further five disks. How can this game be economically viable?

Anyway, to answer the question I posed in the scenario blurb, I don't think *Wing Commander 2* does offer vast improvements. If you raved about the first title, then you won't be perturbed by this. If you're looking to purchase *WC2* as a stand-alone title then be warned. It isn't really fair to score *WC2* by conventional reviewing methods. As a 'game' it falls down in much the same way as its prequel, but as a rather unique 'interactive movie' at the cutting edge of gaming technology – especially in the graphics department (if you've got the equipment to support it), it scores highly.

The problem then is, er... we're a games mag. OK, so if you're the sort of person who can completely immerse yourself in a game then you'll love the fact that this program is packed with atmosphere. The whole game progresses along its linear script with the story of your wrongful court martial, the Kilrathi attacks, the appearance of Kilrathi Stealth fighters, and the traitor on Caernarvon Space Station unfolding as you progress. Your interaction is limited to flying space missions in one of three different craft, avoiding asteroid belts, flying between waypoints and shooting Kilrathi fighters. Once you've flown several of these missions you'll start to find the gameplay somewhat repetitive. Each mission is embellished with large animated sections featuring beautiful graphics. Take this mission as an example. You'll start off with an animated briefing. Then you'll see an animated view of the flight deck, an animation of you climbing into your ship, an animation of the canopy closing as your fighter taxis forwards, and then an animation of you zooming forward, followed by a final sequence of you and your wingman jetting away. Impressive, yes, but you'll get to see this whole sequence each time you fly. Compared to all this state-of-the-art extravagance, your actual interaction is somewhat limited and lacking in variety. The enemy ship's graphics look spectacular, rendered in multicoloured bitmaps, but get in close and they'll break up and appear really blocky. You can't help thinking how excellent the flight interaction could have been if Origin had chosen vectors instead. Finally, if you use the 'Save Pilot' and 'Replay Mission' options you'll find yourself making your way through the script reasonably quickly, but once you've seen all the script, it's very unlikely you'll want to see it again.



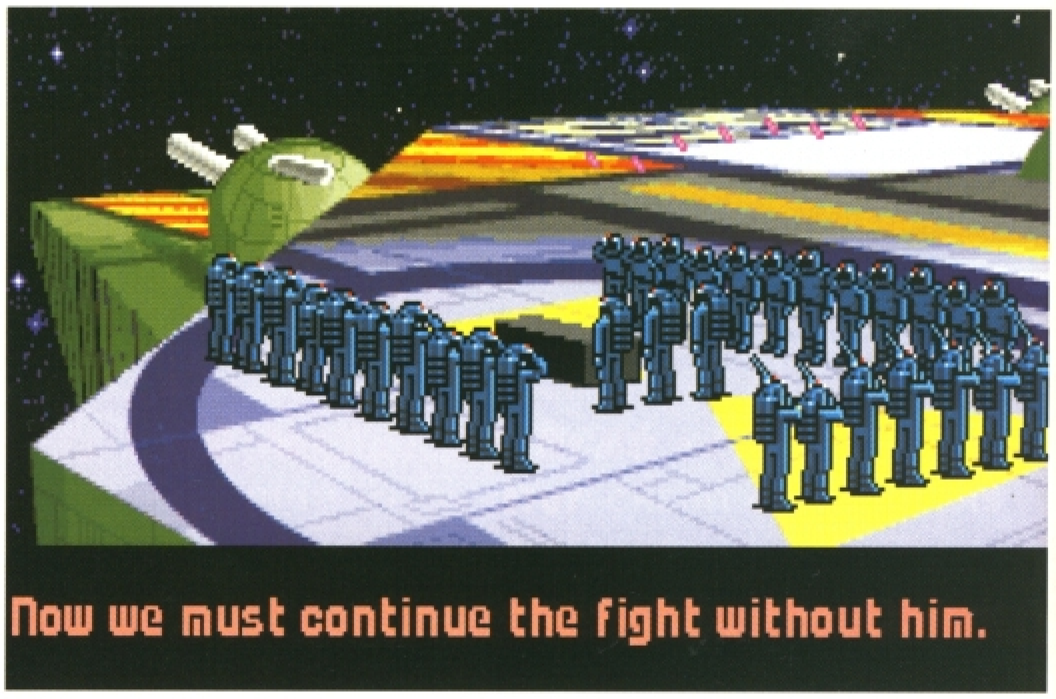


Five, four, three, one – damn! Never could remember that!

Overall, *Wing Commander 2* delivers all the graphics and polish that it promises, but as a game, let's face it, *Elite* it isn't.

STOP

GRAPHICS 90	ADDICTIVENESS 60		OVERALL
SOUND 89	EXECUTION 70		82



"I'll really miss old whotsisname. Come to think of it, what *was* his name?"

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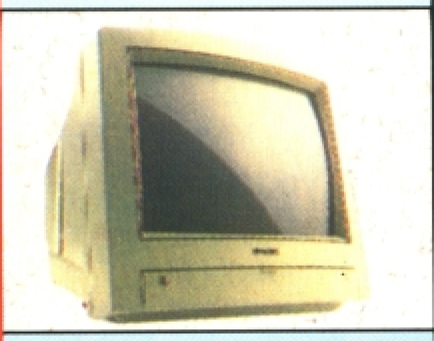


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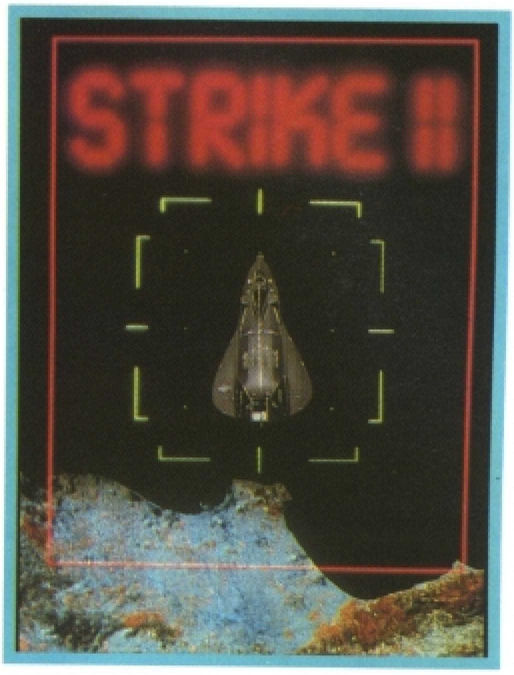
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FOR A WORLD OF MAGIC, FUN & GAMES....FANTASIA



If ZERO was a Tolkien novel, then Shorts would be the Dwarf. Alright then, the review page of 'diminished stature'. Well, a sort of dwarfish microcosm if you like, containing snippets of info on all the other games we received this month but couldn't (or wouldn't) fit into the normal Balrog section. *(You what? Ed.)*

Talking of things petite, one of the first titles we got to grips with was Internecine's **Napoleon I**. He was only 5'2" you know yet he conquered "just about everything west of Russia" (according to Lord Lakin). What is it? Well, it's a computer simulation of a traditional board wargame recreating the 'Little Emperor's' attempts to conquer Europe and defeat the coalition forces ranged against him. Internecine has built itself quite a reputation on the strategy games front but regular computer gamers, trying out this genre for the first time, may be a tad taken aback by the fact the graphics look like they've been ported straight from the Spectrum. Still in a strategy frame of mind, Empire brought us **Megatraveller 2** and **Space 1889**. Both these GDW role-playing licences are the original PC versions from US based Paragon software. The Amiga and ST versions from our *Megatraveller 1* experience will be the better games since they'll be tweaked significantly in the UK by Empire. Still Paragon claim to have ammended the problems with the first title fed back to them by punters. Three Sixty (the bods behind *Harpoon*) released **Megafortress,** a strategy flight sim based upon the "US best-selling novel" *Flight Of The Old Dog*. (*Never heard of it. Ed.)* A souped-up B-52 heads for Russia and you're at the controls. Sounds terrible, but it's actually a very good title if you prefer more sim than arcade in your flying. **Strike 2** from Millennium is a goodie too. It's the sequel to *Thunderstrike* – the future sports game that involved flying around in a filled 3D vector arena, blasting generators and robotic flying nasties. Souped-up graphics and enhanced game play are the order of the day. **Mega Twins**, the US Gold coin-op conversion was erm.. well it was fine, it looked just like the original and was well programmed. It just seemed to lack that extra spark of playability to make it special. *Rainbow Islands* it ain't, (a two player *Wonderboy* is nearer the mark) but if you've got a mental age of six you'll love it.



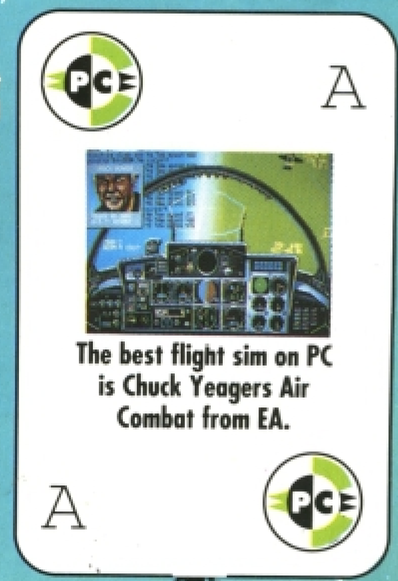


Newie from Krisalis that didn't go down too well, was the ice hockey game **Face Off**. Didn't Anco have an ice hockey game with this moniker out absolutely aeons ago? Anyway, *Face Off* is fine as far as it goes, especially in two player mode, but breaks no new ground and will pale into insignificance to anyone who's seen *EA Hockey* on the Mega Drive. Oh dear, now we're really scraping the bot. First off there's Capstone's **Exotic Car Showroom**, (marketed in the UK by Accolade) and the question is *why?* Why would anyone want to buy a program that enables you to "evaluate 15 incredible high-performance automobiles displayed on your PC". That's right, it's just pictures and facts on 15 cars. But... wait for it... there's a feature that lets you put two picture and fact sets up on screen simultaneously. Personally we'd rather go and buy a good book. **The Puzzle Gallery** from Miles Computing is a series of 180 puzzles based loosely around a carnival theme. The graphics would probably astound a Vic 20 owner, so in case you fall into this category and have just upgraded to a PC, let's have a look at one puzzle, to see if it's worth buying. This one's called The Hazard Dog (I think that's a fairground ride on a hot dog theme?) and the answers apparently are anagrams of Mustard, Ketchup and the like. Miles Computing is threatening to launch a whole new collection of add on Puzzle Disks for this title "regularly". "Start here and who knows where it will end?" runs the blurb. Bzzzzt!! ZERO Magazine, London: "The answer is 'in the bin', Bamber".



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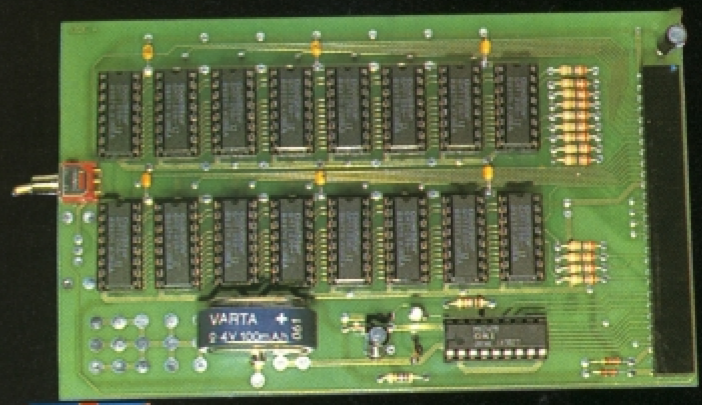


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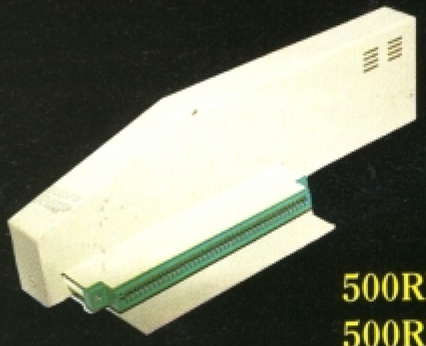
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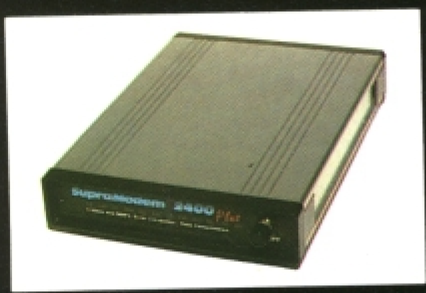
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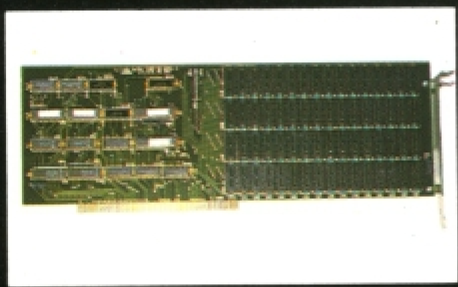
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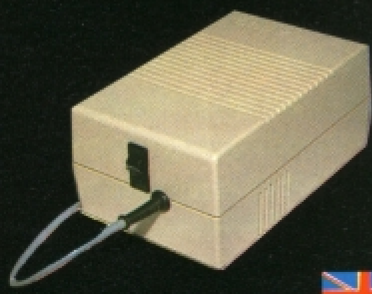


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DOSH EATERS

"Where's my bloody washing?" screamed *Doris Stokes* to the arcade attendant. "I put it in the machine a half-hour ago, nipped home for a cup of tea, and now there's a load of elfs and wizards in the slot where the Daz should be!" She may have forgotten the way to the launderette, but at least she remembered to send in her reviews...

THE SCORE

Dead simple, our scoring system. Five aliens mean it's a mega game, while just one – well, er, it's a bit naff...

DYNABLASTER

Irem/50p a go/ £1 for 3 Creds



Remember *BomberMan* – a 90s rehash of *Pengo* with lots of cute characters rushing round a maze planting bombs to frazzle their opponents? Not to worry if you don't. The above is the plot in a nutshell. This is *'Son of BomberMan'*, and just as cute and addictive. It might not look desperately exciting, but just wait 'til you get your mitts on it.

It's dead simple; at the start the baddies are sort of partitioned off by lots of cubes in a maze. Run down a lane, lay a bomb next to a cube to open up the entrance and hide round a corner. BOOOOMB!!!

A line of flames shoot down the lane and flambé you. Whatever happens, don't trap yourself between the dead end and bomb! As the levels get rough, the going gets tough. Much faster, more cute baddies, a more complex maze – it's all going too fast for me.

Dynablaster is cute and addictive. So do yourself a favour - keep to a strict budget!

THUNDER DRAGON



Tecmo/50p a go/£1 for 3 creds

It's fast and playable and you've seen it a zillion times before. A typical vertical scrolling shoot 'em up with six bonus pick ups including rapid fire, side shots, smart bomb and special weapon. Shoot the spinning cylinders to pick up the bonus you want or wait 'til they change to the correct type before flying over them. Easy to get into, you can upgrade your weapons easily to challenge the obligatory end-of-level monster. This at least gives you a chance to fight back before it decimates your ship. Predictable and nothing new, it's not original but it is exhilaratingly fast.

KING OF DRAGONS

50p a go/£1 for 3 creds

We're talking serious *D&D* here, guys. *King Of Dragons* is the grandson of the mighty *Gauntlet*. Five travellers, strategic gameplay, bags of gold, treasure chests and magical orbs and the addictive gameplay will keep you hammering away for tens of 10ps worth. *(Don't you mean quids worth? Ed.)*

First, choose from the Elf, Wizard, Fighter, Cleric or Dwarf in this three-player extravaganza. Arm yourself with a bow or sword and get ready to let rip. Treasure chests litter your path and give up orbs which can be used instantly or pushed forward to use when the time is ripe. Best, though, is the orb which changes all the baddies into frogs. Great!! They're hopping mad.

Each traveller has different strengths. The Fighter's lies in close-up fighting and he takes multiple hits before his strength fails. The Elf has little stamina but shoots his arrows from a distance. Much safer!

Fast and furious, the graphics and gameplay are excellent. Skeletons, minotaurs, dragons, wolves, mutant spiders and lizard men are just a taster of what to expect. *(Presumably the dragons come later? Ed.)* Change characters at the end of the level, but if you've done well, it's best to stick with the same one as your stamina rating will be upgraded. This gives you more fighting strength the further into the game you play. A good, nicely addictive blast 'em up. Have a bash.





SUNSET RIDERS



Konami/50p a go/£1 for 3 creds

The fastest draws in the West have just ridden into town. Yessiree. The bounty hunters have arrived – Steve, Billy, Bob and Cormano. Names to inspire terror into the outlaws' hearts and have them shaking and quaking in their chaps.

The *Sunset Riders* are here, named, I suspect, not so much because they've ridden in out of the sunset but because it looks as if the artist's coloured them by numbers. How can you take a man seriously if he's wearing a purple hat? And have you ever seen a pink horse? *(A strawberry roan?! Ed.)*

The game itself is a fairly fast shoot 'em up with a sense of humour. Your bounty hunter is just as likely to sharpshoot a baddie as to step on the wrong end of a pitchfork and knock himself out. He's quite a boyo too, making a quick detour into the saloon for a swift half and then back out onto the street with his various parts refreshed.

Throw sticks of dynamite at the outlaws, jump onto the backs of stampeding herds of buffalo to avoid being flattened, ride a horse like a pro – you can even drop to one side to duck stray bullets. You can pick up sheriff's badges (for extra firepower) and bags of gold for... well, extra dosh.

The end-of-level baddie just happens to be Hawkeye Hank Hatfield, who'll net you $20,000 dead or alive. The ensuing shoot-out's like something out of *Gun Fight At The OK Corral* – lots of bullets coming your way and only a few going their way. Still, keep your aim steady and your finger on the trigger and you just might live through the barrage.

WWF WRESTLEFEST

Data East/ 50p a go/£1 for 3 creds



With interest in American-style razzmatazz on the increase, *WrestleFest* has made its debut at exactly the right time. And this is wrestling in all its glory – big, beefy, brainless hulks throwing each other around the ring with the maximum of style.

The rules and moves are fairly simple. You've got several different throws, with knee drops, strangle holds and rope jumps thrown in for good measure. At first glance the ring looks like a free-for-all bunfight with six wrestlers chucking each other around. Gradually it sorts itself out – you can fight anyone you choose as this is the Royal Battle. If you choose the Tag Match, there are only four wrestlers involved. You must tag your partner waiting outside the ropes to bring him into the ring.

Your opponents are mean and tough, the likes of Jake the Snake Robers and Sam Slaughter. The graphics are cartoony, but still manage to project the aggression of life in the ring. If you want to punch the living daylights out of someone, this could be your type of game.



CAPTAIN AMERICA AND THE AVENGERS

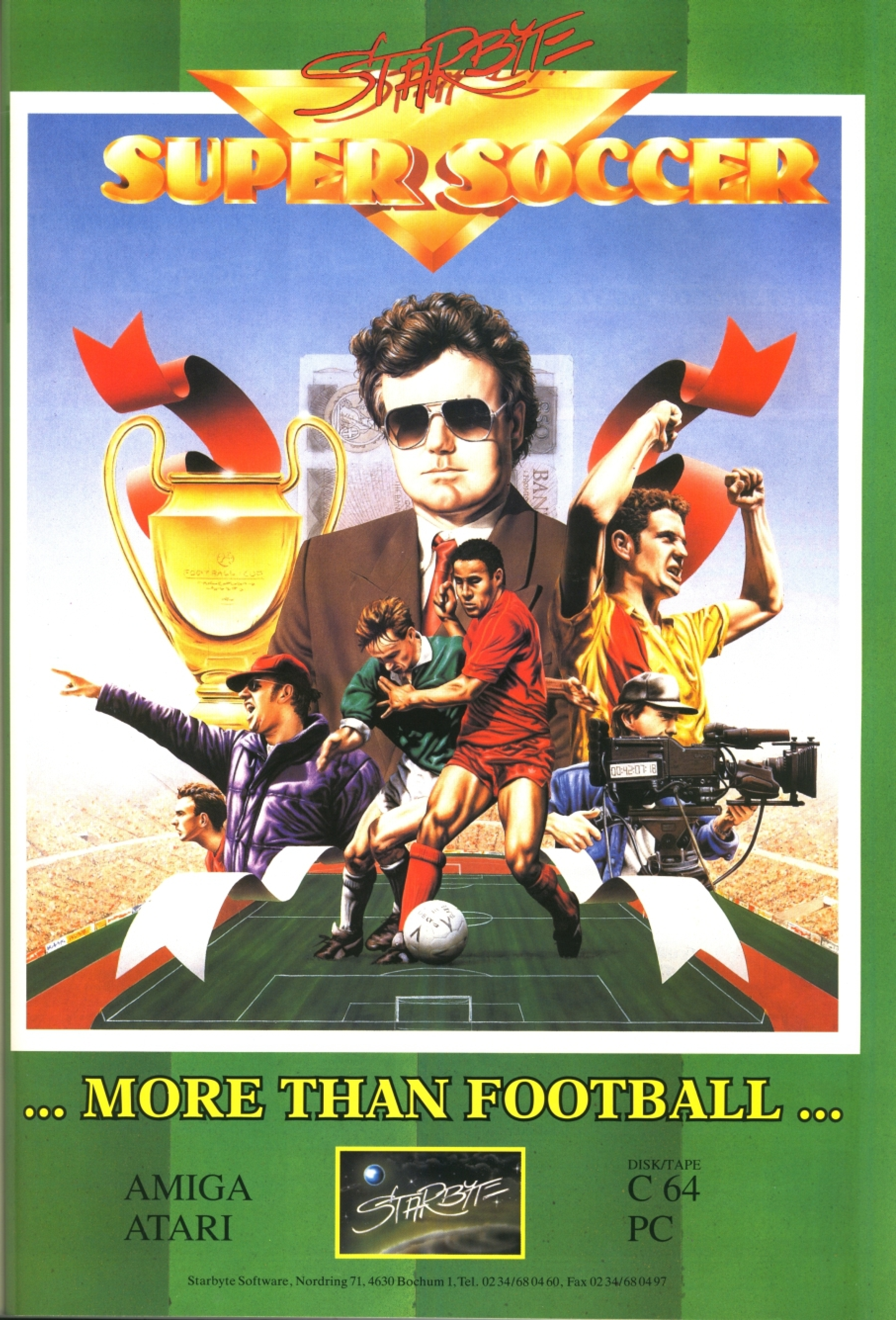
Data East/50p a go/£1 for 3 credits

If you're into comics you'll love this just for the novelty of assuming the identities of your favourite heroes. It's cartoon action in real WHAM! KRAK! KABOOM! style.

Choose from four characters – Ironman, Vision, Hawkeye or Captain America – and battle with the thugs of Red Skull, a villain whose mad scheme is to take over the Earth. Red's henchmen take on a variety of guises but are fairly easy to knock out with swords, boomerang shields, punches and kicks. More worrying is the fact that the end-of-level biggie was defeated without loss of life. The game's far too easy at this level, though I suspect that the coin-op can be adjusted to make it more difficult.

The levels alternate with ground-based, air-based and sea-based scenarios where your weapons change character from single to rapid fire. Absolutely vital when you're helicoptering through the air, battling with squadrons of rather stupid but dangerous enemy choppers.

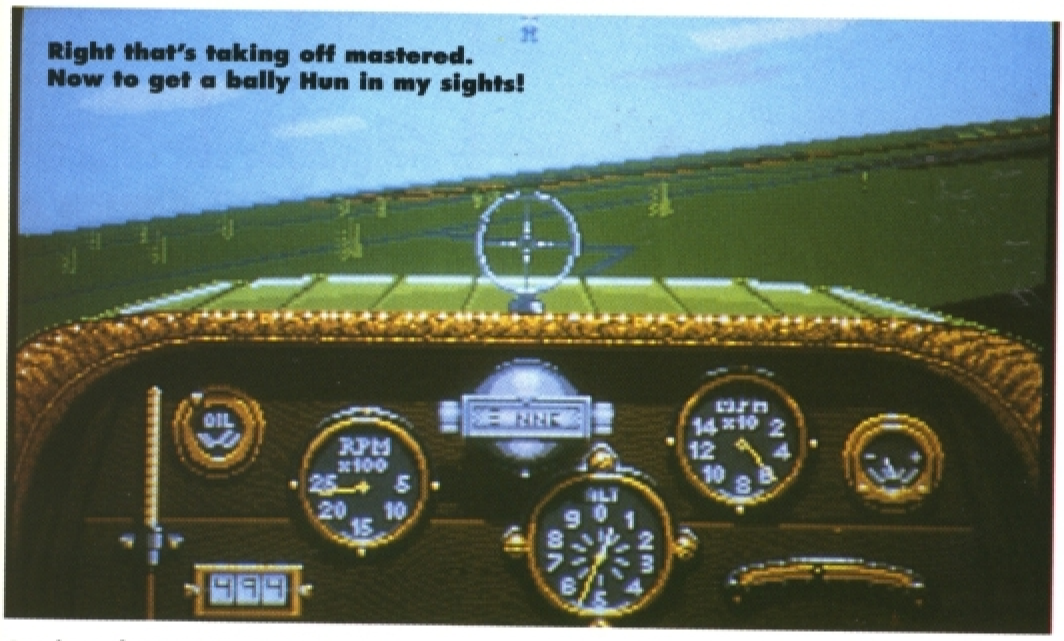
Boost your life force with power-up pods and extra points, and keep an eye on your opponent's strength bar. As it stands, this version of *Captain America* was a walk-through with no challenge. A fairly unusual move to license the character from Marvel Comics which is let down by lack of gameplay.



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KNIGHTS OF THE SKY



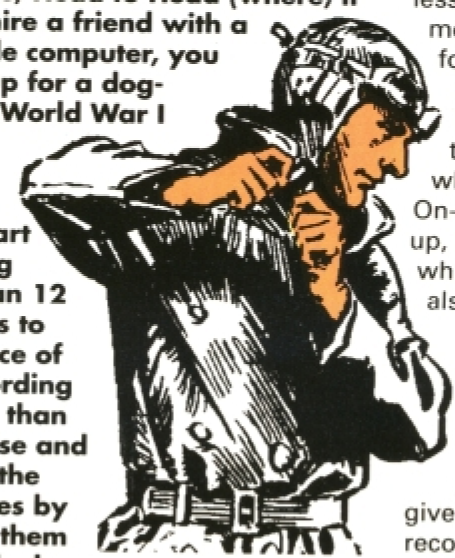
Right that's taking off mastered. Now to get a bally Hun in my sights!

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ZERO HERO

World War One, eh? What a laugh. I mean, which would you rather have – a carrier bag full of white feathers or a lung full of mustard gas? I know I'd take the feathers – what about you, children? There was a glamorous side to it all of course – the "fly-boys," the specialists of the tailoring world, for whom no trouser-tuck was too tricky, no packet uncontainable and no bulge unconstrainable. *(Eh? Ed.)* Oh yes, and there were the other fly-boys, the geezers who thought they were clever because they zoomed about in barely-controllable machines and died young all over the place (much like their modern-day equivalent, the motorcycle courier). Predictably, *Knights Of The Sky* deals with these air-borne show-offs, rather than their more interesting needlework-orientated contemporaries. The initial menu lets you choose between Flight Training (fly about sightseeing, bombing churches and strafing poodles); Dogfight Encounters; Head to Head (where, if you can hire a friend with a compatible computer, you can link up for a dogfight and World War I proper.

Your goal in *KOTS*, apart from living longer than 12 minutes, is to become Ace of Aces, recording more kills than anyone else and killing all the enemy Aces by defeating them in aerial duels. Missions consist of escorting bombers, patrolling alone, bombing and balloon-bursting. There are five levels of difficulty, enough to cater for the most ham-fisted flyer. Excel in the set missions and you get some future war-memorabilia pinned to your chest, which should come in handy when you're a penniless old vet with no legs and a pathetic pension. You are initially thrown to your fates in a crap old bucket of a plane and newer models become available to you as they became available historically.





Pilots used to poke these down their Y-fronts. Hence the expression 'Goggle-box'.

Patrick: Algy Slitely-Winklebreath gritted his eyes, slitted his teeth and stared into the seat of his pants... obviously there was a problem with his wordprocessor macros. His "Handy Phrase-Generator for WWI Flight-Sim Reviewers" seemed to have developed a fault. Nevertheless, he kick-started his Sopwith Tortoise and hurtled into the wide blue whale. Hurrah!

This game weeps atmosphere like an old astroturf burn. As you progress, real events from WWI are described in newspaper headlines, and the front-line trenches move back and forth in authentically futile fashion. When challenging enemy aces, you'll find that the cowardly Hun is usually surrounded by his mates, making getting at him pretty damn hard. This is balanced by the fact that only one bullet will put him away for good – a fairly standard MicroProse feature but you'll need all the help you can get.

The game scrolls more smoothly than its PC counterpart, and the graphics are less blocky than the PC's VGA version. A memory-saving generic cockpit is used for all planes, and there are the usual eight million external views (roughly), including a very useful 'reverse tactical' which shows more clearly where the basts are in relation to you. On-screen messages have been stepped-up, and include such advice as "Bullets whistle all around you." Oh and you can also now be "wounded".

All in all what you have here is 'une humme-dingère', as I believe the French say. (*Do you? Ed.*) So, although *Knights Of The Sky* was subsequently outdone by the stunning *Red Baron* on the PC, I suspect, given the respective companies' track records, that it may well prove to be the outstanding WWI flight-sim on the Amiga.



GRAPHICS 90	ADDICTIVENESS 90	OVERALL 90	STOP
SOUND 85	EXECUTION 90		









DÉJÀ VU

"Aven't I seen you before somewhere, darlin'?" chanced ZERO with a glint in the eye. "'Course you 'ave, silly – we've all been on different formats before!", giggled this pouting trio of games. Cor!

IMMORTAL

Electronic Arts/£29.99/Out Now
(Amiga version reviewed Issue 12)



PC

Amaya: There can be nothing like living forever. Unless, of course, you suffer the fate of Michael York's girlfriend in the classic remake of *Lost Horizon. (What? Ed.)* Well, er... when she left Shangrila, she turned into a spook 150-year old hag. But, if you're as crap as I was, there'll be no question of living forever, 'cos you'll be more concerned with just staying alive.

For those of you who haven't played *Immortal* in its original incarnation on ST and Amiga, here's a quick resumé of the plot. Your task in the game is to rescue Mordamir, the game old wizard who taught you every spell in the book. You thought he was dead until he appears to you in a dream and informs you that he's trapped at the bottom of a huge, labyrinthine dungeon. Being the sort of chap who used to take his teacher an apple, you set out to free your former tutor.

Your mission is hampered throughout by the likes of nasty green goblins (which you fight in enjoyable arcade sequences), killer slime, flying arrows and treacherous trap doors which require a deft spurt of joystick waggling to prevent you falling to your death. Add to this a healthy mixture of collectable objects, puzzles, helpful allies, energy-giving hay and eerie spells and you've got yourself a rather splendid swords 'n' sorcery arcade adventure. What's more, it's refreshing to see how well EA has converted this game for the PC, preserving the fab graphics and atmosphere which prevailed in the Amiga version. It's wizard.



GRAPHICS	88	ADDICTIVENESS	87	OVERALL 89
SOUND	82	EXECUTION	86	

THUNDER JAWS

Domark/£24.99/Out Now

ST

Ben: Okay, the mysteriously buxom 'Madama Q' has kidnapped some similarly buxom hostages, imprisoning them in her underwater fortress! You must don a wetsuit, grapple with sharks, robot dogs and 'lizard women' to rescue them! Okay, *Thunder Jaws* isn't much cop!

First, scroll slowly through the murky depths, slowly shooting the slow-moving sharks and divers with your slow harpoon gun. Then, once inside



Madame Q's submerged lair, wander slowly along, shooting more guards and leaping up and down a bit. And that's it. Alright, things *do* tend to happen slowly underwater, but this game lacks any sub-aquatic atmosphere. Dull graphics and even duller sound don't help either – the whole thing adds up to a rather unexciting, uninspiring game, with very little action to keep you playing.

You could have two players swimming along together in brightly coloured cossies, but there's no reason you'd want to inflict it on a friend.

GRAPHICS	72	ADDICTIVENESS	69	OVERALL 70
SOUND	60	EXECUTION	70	

WRATH OF THE DEMON

ReadySoft/£34.95/Out Now

PC

Ben: "600 screens of action!" says the box. "One thousand four hundred frames of animation!" it screams. Crikey, this should be a right rollocking rollercoaster ride of a game and no mistake! Usual 'rescue the princess and kill the demon' scenario, but we can forgive that. So does it live up to the promise of its packaging? Weeeeell...

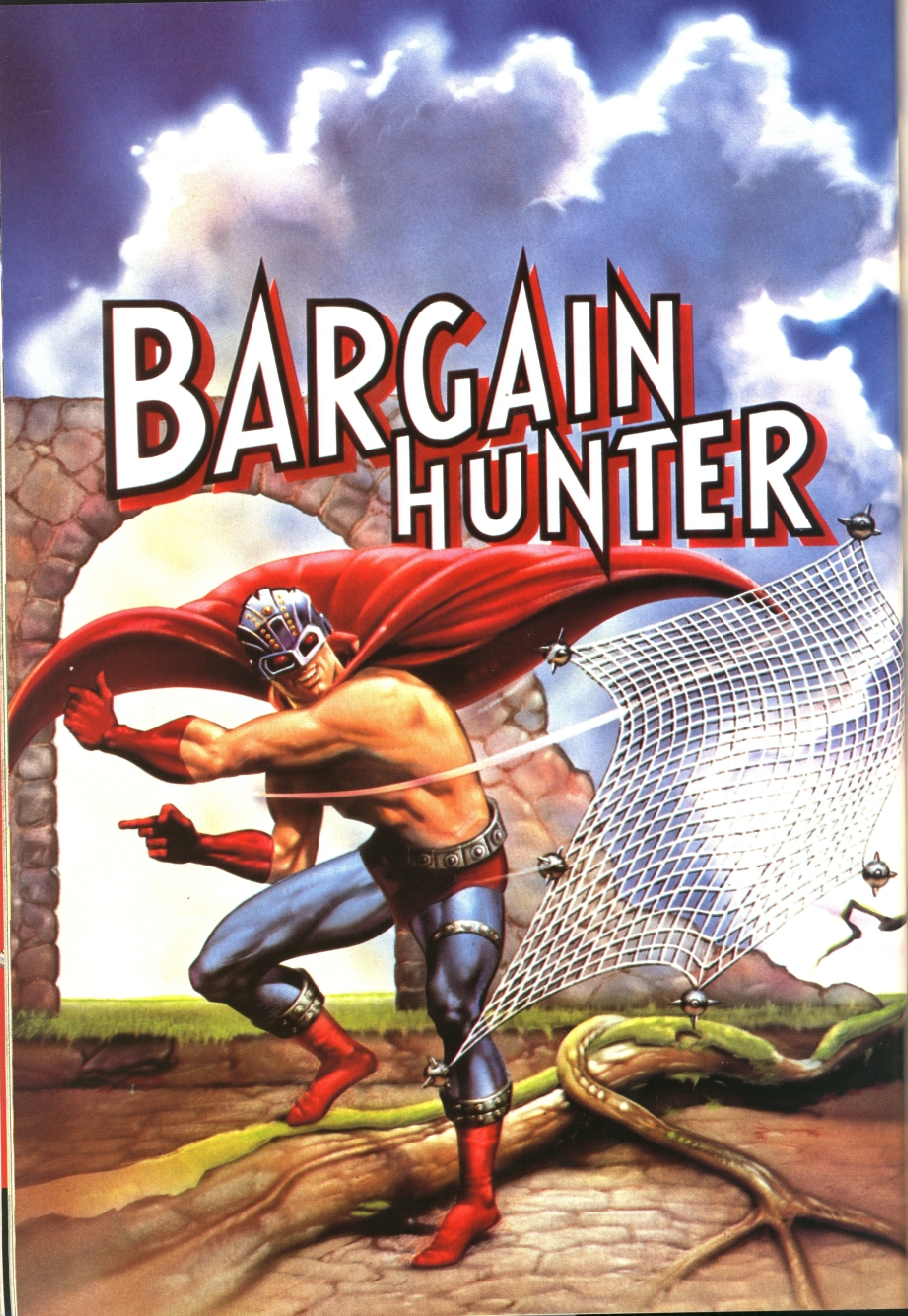
Admittedly the graphics are pretty impressive, with some very fast scrolling screens, parallaxed to give a fine sensation of speed and depth. And there are some very nice, large, colourful, animated characters scrolling around the screens. Yes siree, *Wrath Of The Demon* is very pretty, but what lets all these nice graphics down are two rather important things.

Firstly, there doesn't seem to be much variation in gameplay. Each screen appears to be either of the 'run along ducking and jumping various obstacles' variety or a 'slash around with your sword, killing orcs and dragons and stuff' kinda thing. It doesn't exactly make you desperate to get through all 600 levels.

The game's also flippin' difficult. It takes a great deal of time and concentration to get through the first screen, and it gets steadily trickier after that. Nice graphics, but with little variety in the gameplay, there's not a lot to make you want to overcome the difficulty level.



GRAPHICS	89	ADDICTIVENESS	78	OVERALL 79
SOUND	70	EXECUTION	86	


BARGAIN
HUNTER



YOUR MISSION

► This game's a doddle. Even for the inexperienced player.

► Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.

► Select transport option: train (BR Wembley Central) tube (Wembley Park: Jubilee and Metropolitan lines) bus or car (ample parking).

► Arrive at the newly extended Wembley Exhibition Centre between 10.00 hours and 18.00 hours during the period: Thursday 5th December to Sunday 8th December.

► Once inside you'll find yourself in a maze of over 200 stands brimming with bargains.

► Now the real task begins: net more than you could ever dream of for your money.

► Bonus points: buy your tickets today and save money (up to £5.00) on the admission price and get a time bonus (beat the queues).

► You can't lose, but good luck anyway.

THE CHRISTMAS COMPUTER SHOPPER SHOW 1991

5-8 DECEMBER · WEMBLEY EXHIBITION CENTRE

SPONSORED BY COMPUTER SHOPPER MAGAZINE

Please send me:
___ Adult tickets at £4.50 (save £1.50).
___ Under 16's tickets at £3.00 (save £1.00).
___ Family tickets at £13.00 (save £5.00), admits up to 2 adults and 2 children.

I would like to pay by (please tick):
☐ Cheque made payable to BLENHEIM PEL,
☐ Visa ☐ Access ☐ Amex ☐ Diners

Card no. ______________________ Z 2

Expiry date ______ Signature ______________

Name ______________________

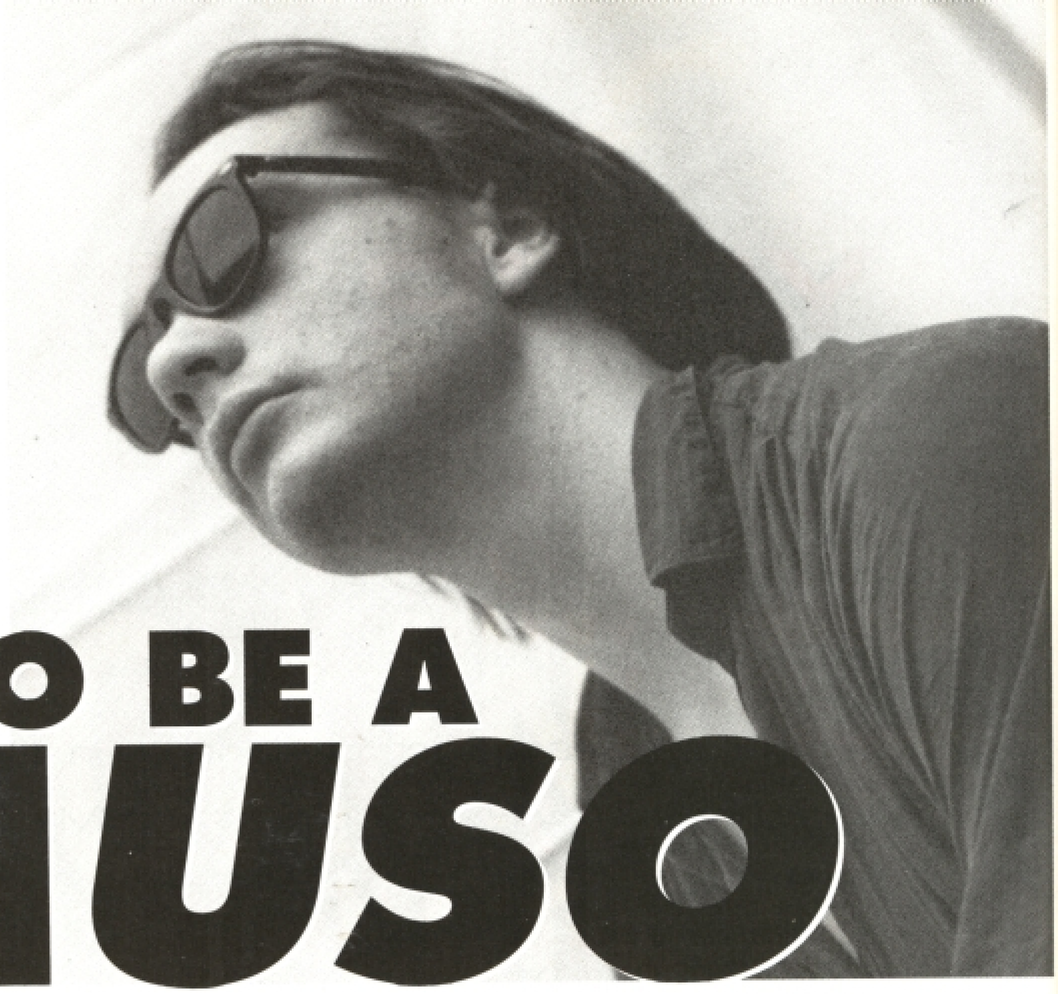
Address ______________________

______________________ Postcode ______

Please return your completed order and full payment to: The Christmas Computer Shopper Show, BLENHEIM PEL, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. Closing date for ticket application 29th November 1991.

BOOK NOW · 051 357 1736

CHIP SHOP BOYS



HOW TO BE A MUSO

SE

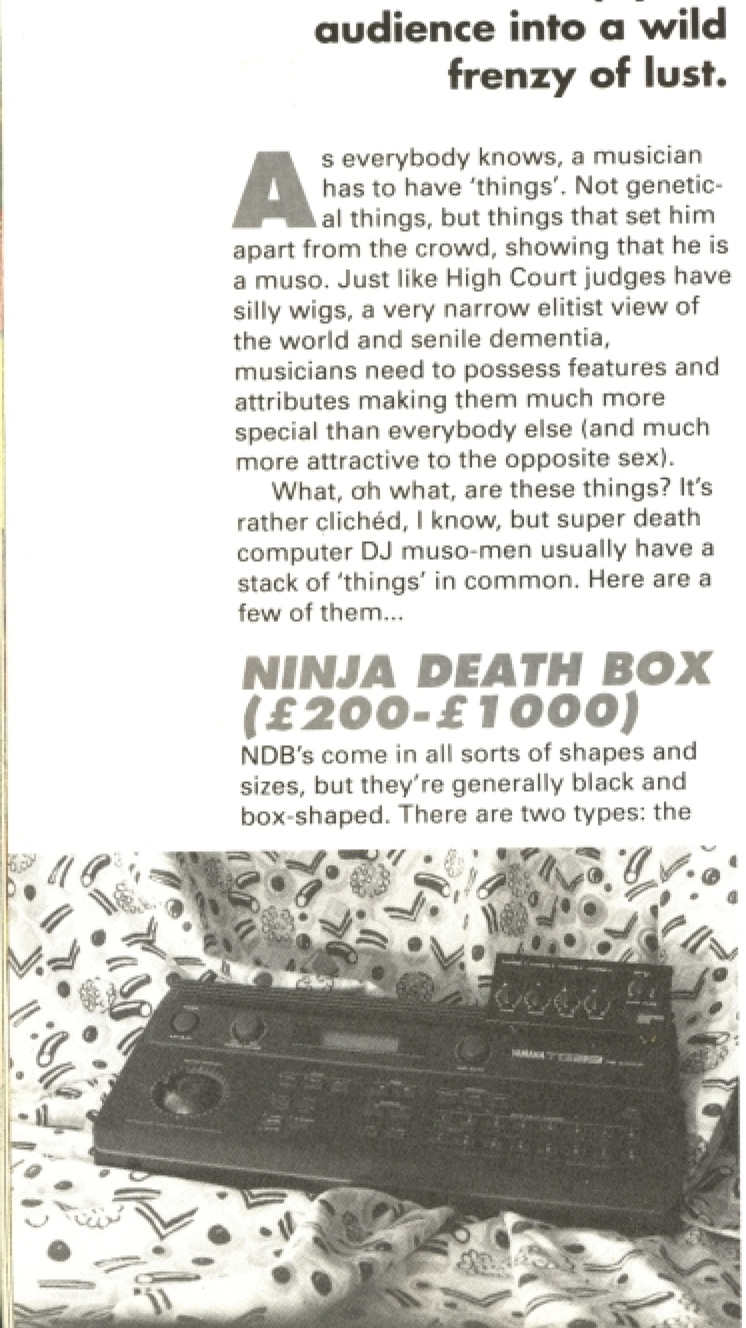
Rad DJ superfly guy *David McCandless* takes you on a step-by-step trip through all the 'kit' and other things you'll need to whip your audience into a wild frenzy of lust.

As everybody knows, a musician has to have 'things'. Not genetical things, but things that set him apart from the crowd, showing that he is a muso. Just like High Court judges have silly wigs, a very narrow elitist view of the world and senile dementia, musicians need to possess features and attributes making them much more special than everybody else (and much more attractive to the opposite sex).

What, oh what, are these things? It's rather clichéd, I know, but super death computer DJ muso-men usually have a stack of 'things' in common. Here are a few of them...

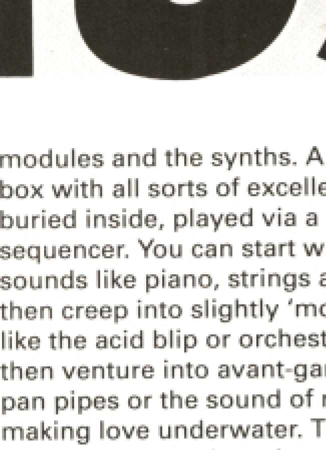
NINJA DEATH BOX (£200-£1000)

NDB's come in all sorts of shapes and sizes, but they're generally black and box-shaped. There are two types: the modules and the synths. A module is a box with all sorts of excellent sounds buried inside, played via a computer sequencer. You can start with classical sounds like piano, strings and organ; then creep into slightly 'modern' sounds like the acid blip or orchestral stabs; and then venture into avant-garde noises like pan pipes or the sound of rabbits making love underwater. The best ones have drum sounds on board as well. A synth is a module with a keyboard, which, if you're going to write songs on a regular basis, is essential.



FOR: Makes you seem like a real musician, whether you can really play it or not.
AGAINST: By tradition they have lots of buttons and you will never fully know how to use them.

WIRES (£1-£5)



No bedroom music set-up is complete without miles and miles of wires. Electrical flexes, audio leads, guitar strings, barbed wire, intestines, rope, those stringy bits you find in cheap chicken dishes – all of these come under the heading of 'wires'. People will be awed and inspired by the complexity of your set-up if your bedroom is a jungle of multi-coloured cables.

FOR: There's a certain 'danger living on the edge (connector)' element to having lots of electric cords wrapped around your feet.
AGAINST: They *are* dangerous.

EARPHONES (£5-£25)

The wearing of earphones, combined with an over-serious expression and a box of buttons to fiddle with, will complete your 'muso' image. Girls will swoon. Volcanoes will erupt. The sky will blacken. Fire and brimstone and the wrath of God shall poureth like tumult from the heavens. And lo! *(Um, I think that's quite enough. Ed.)* Only really important musos, like producers and mixers, wear earphones.

FOR: People will be fooled into thinking you must be a very talented serious-minded artist and will tell you so.
AGAINST: Except you won't be able to hear them.

NUBILE BACKING SINGERS IN BLACK CATSUITS (£Negotiable)

Ahhh. Now we're talking. No music set-up is complete without a few blond-haired bints with dubious morals flinging their arms around.

FOR: Woaaahahah!
AGAINST: Don't be stupid. There is no 'against'.

COMPUTER (£300-£400)

Amiga or ST. It makes no odds these days. ST has better MIDI ability (built-in interface) but crap internal sound. Amiga has no built-in MIDI stuff but has excellent four-channel sound – brilliant for samples and so forth.

FOR: Save a lot of work, are incredibly useful and you can play games on them.

AGAINST: Not seen, especially by girls, as musical instruments. It's hard to convince people that it's not the computer that's done all the work (even though it is).



SEQUENCER (£30-£250)

A computer, on its own, won't get you on *Top Of The Pops*. Buy a sequencer as well and we might be talking Top Ten. These programs are cryptically titled to confuse you: *Cubase*, *Music X*, *Steinberg Pro-24*, *Sonix* and *Dr T.* Don't be bewildered. Once you've sussed them, there's no turning back.

FOR: It's like moving from a walking stick to a Zimmer frame. Very bewildering to spectators.

AGAINST: Lots of buttons.

MIDI INTERFACE (£20-50)

If you have an Amiga, you'll need a minature death box in order to communicate with your ninja death box.

FOR: Need MIDI leads, which will swell your wire collection.

AGAINST: They're not black.

SAMPLER (£30-£50)

Fab. These will change your life. No longer will you have to write your own songs. You just sample huge chunks of other peoples' and rap over them. Brilliant concept. Nice one, Mr Sampler.

FOR: Can stop your synth music sounding like synth music.

AGAINST: They're not black either.

NEIGHBOURS WITH A BABY (£Free)

Their banging on the walls in exasperation can be sampled for many esoteric drum sounds.

FOR: You're indoctrinating your audience at an early age.

AGAINST: Babies, well... they're lovely really, aren't they?

X GOD

AXE (£50-£675)

The guitar is an essential part of any set-up. You don't have to be able to play it – it just has to be there. If someone asks you to play it, say: "No, cuz the whammy bar pick-up is pulling the B-string tremelo off the bridge, man." Remember you are a creative person, and creative people have a divine right to be moody and evasive.

FOR: Looks good. Big, long, very phallic. Guitar players are revered the world over.

AGAINST: Need a good amp, some effects pedals and an ability to play before it sounds good.



AMP (£40-£300)

The idea behind writing music is to make noise. Noise is loud. The louder the noise, the noisier it is *(Freud, Anatomy Of Metallica, 1978)*. The bigger the amp, the noiser your music will be. Therefore, the noisier your amp, the louder people will have to shout to tell you how crap it is.

FOR: Loud.

AGAINST: Loud.

MIXER (£15-£60)

Get a cheap mixer and you're half-way to a cheap record. It allows you to unite the signal from your computer, your synth, your guitar and your vocalist into one signal which you can record.

FOR: Cheap and look good.

AGAINST: Can't make banana milkshakes in them.

THE HUGE ZERO/RADIO LUXEMBOURG SONG CONTEST

In keeping with the great, gratuitous and generous nature of the music world, ZERO and Radio Luxembourg have teamed up to peruse the song-writing talent of the entire computer world.

WHAT? HOW?

What we'd like you to do is record a tune you've written with your computer. There are two catagories:

A. Music made solely with your computer, without external aid (ie a ninja death box). But you are allowed to have a computer-based sampler.

B. Music made with extraneous aid, using the computer as a controller.

PRIZES

'Generous' is too small a word to use when describing the sheer flamboyance of the prizes. The winner in each category will win £50 worth of records and CDs donated by Luxy and have their 'rad track' played in glorious stereo on the Radio Luxembourg/ZERO radio show so that everyone can appreciate it. The five runners-up from each category will receive ZERO games goodie bags. Smart, huh?

RULES

1. The track must be a completely original composition.
2. It must be under two minutes in length.
3. Record it as well as you can on a normal cassette, labelled with your name and the title of your 'tune'.
4. If you want your mastepiece returned, enclose a SAE and allow 28 days for delivery (after the closing date).
5. The closing date is January 5th 1992.
6. No personal correspondence is neccessary.
7. This is all a bit serious isn't it?
8. *(Yes. Ed.)*

DO IT

Fill in the form below, parcel it with your happenin' track and post it pronto to **Luxembourg – Isn't that in Belgium? Compo, ZERO, 14 Rathbone Place, London, W1P 1DE.** Er... that's it, so chill out and stuff.

NAME ____________________

ADDRESS ____________________

____

____________________ **POST CODE** ____________________

TELEPHONE NO ____________________

I CALL MY TRACK ____________________

____

I USED THE FOLLOWING HARDWARE ____________________

____

I WOULD LIKE MY TAPE BACK YES ☐ **NO** ☐



THE PRICE I$ RIGHT

Some call him mad, bad and dangerous to know, others simply describe him as flippin' mental. We know him as Bloggo, the top vendor of cheap treats in the Western Hemisphere.

BATMAN

The Hit Squad/ST & Amiga/ £7.99

I've never been that keen on that do-gooder Batman, forever going round beating people up just because they've indulged in what I like to describe as 'unorthodox business practices' i.e. nicking things. Why can't he leave people alone, that's what I say. Bearing in mind the distastefulness of the main character, *Batman* ain't 'alf bad, especially at its new bargain-basement price.

The graphics are competent (though the Caped Crusader looks a little porky - Batman? More like Fatman - hur hur!) and it's got plenty of action. There's a platform level where Batman swings around on his Batrope, fires Batarangs at passing villains, then races round the streets of Gotham city in the Batmobile. Then there's a puzzly bit in the Batcave, some Batplane flying, and some more platformy fun (all this 'Bat' nonsense is driving me batty – hur hur, etc.). A bit of a mixture, but all good clean fun. Some of it is a bit tricky so it should last you a while when you play it, making it rather good value for money (though there's a handy cheat in the box if you get completely stumped). All in all, quite a Bat-bargain.

OVERALL SCORE 84

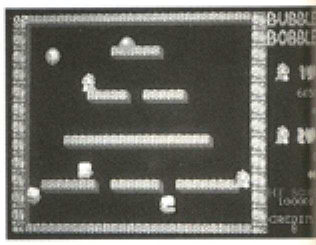


BUBBLE BOBBLE

The Hit Squad/ST & Amiga/ £7.99

This is one of the original cutesy platform games, the precursor to *Rainbow Islands* and all the sicky-icky-dicky games that followed. I can't stand 'em meself 'cos they make me vom, but those that do like the computer game equivalent of eating a large cream-bun could do worse than having a look at this little number. Alright, the graphics ain't great, but it's the game that counts and you can certainly have plenty of fun wiv good old *Bubble Bobble*.

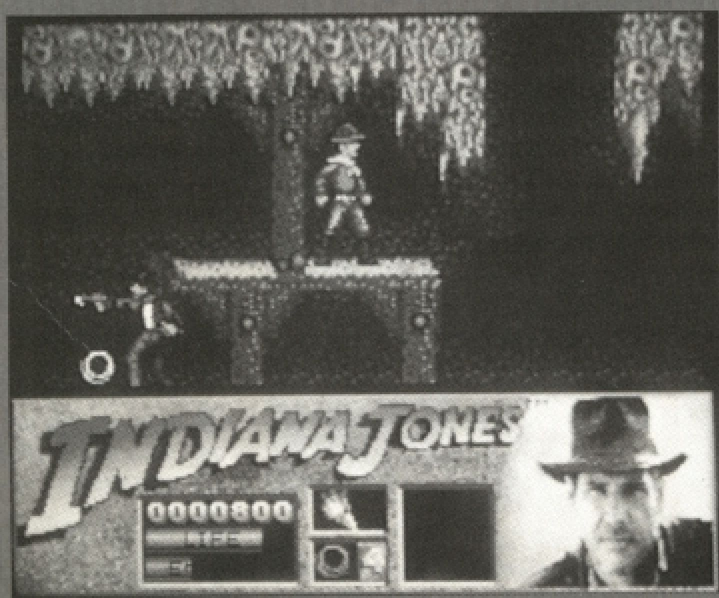
This Taito coin-op conversion is best played with two, as you bounce around the screen blowing bubbles at the other nasties. If you hit one it gets trapped inside the bubble and floats away, until you jump into it and it dies. Fast and frantic and a lot of fun.



OVERALL SCORE 84

INDIANA JONES AND THE LAST CRUSADE

Kixx/ST & Amiga/ £7.99



Now Indiana Jones, he's much more my kind of hero - a bit rough, a bit tough, usually unshaven, and into leather jackets and whips. This is the action game based on his last cinematic outing when he met up with James Bond (never really understood that). Platform fun seems to be the rule of thumb for film licences, don't it? And this Indy game is no exception, with four big levels of climbing, running and generally jumping about a lot.

Despite being a couple of years old it's on a par with most film tie-ins, even outclassing some of the more recent lacklustre offerings. There are some nice touches like the screen gradually getting darker unless you pick up a new flaming torch, and you'll need some careful timing to get through each level. Luckily you can get hold of that trusty bull-whip to give them nasties a bit of a thrashing – the bit I like most, hur hur!

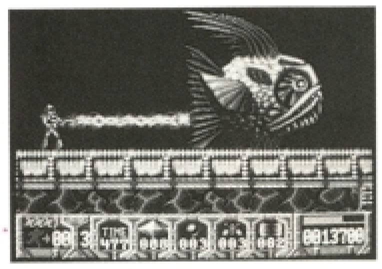
OVERALL SCORE 85

TURRICAN

Kixx/ST & Amiga/£7.99

Cor, what is this, flaming platform games take over the world or summit? Well 'ere's annover one, but in this you get to shoot at fings an' all with a choice of firepower that's reminiscent of a shoot 'em up. You've got a simple run-of-the-mill blast, and a great big flaming shaft of destruction that you can angle in any direction, giving all the various nasties around you a right good sizzling, that's for sure. And that's not all 'cos you can collect power-ups to give you loads of different weapons to fire, and you can drop bombs.

This cheapo little platform game will appeal to those who like their leaping games to come with the added appeal of a fair bit of blasting. This makes a bit of a change from those old fluffy bunnies, which to my mind is not a bad fing.



OVERALL SCORE 83

COMPO

FANCY A ROLE



WIN!!!



FOUR LIVE FANTASY ROLE PLAYING DAYS!

- **THIRTY COPIES OF *DEATHBRINGER*!**
- **TEN EMPIRE T-SHIRTS!**

It's really unfair the way computer sprites have all the fun, isn't it? Take the hero of Empire's *Deathbringer* for example. All you get to do is wibble a joystick, whilst this pixellated chappie gets to fight dragons, cast magic spells, dice with death, rescue chicks and that sort of thing. Ho hum.

Wouldn't it be nice if you could get sucked into the computer and take part in the game yourself. *(You mean, rather like Jeff Bridges in* Tron*? Reader's Voice.)* Er... on second thoughts, here's the next best thing. Yep, ZERO and those ever so nice folk at Empire are offering four of you the chance to get into some real-life fantasy role playing. Furthermore, just to give you a better chance of being home for tea, we're going to choose a winner from each of four regions – Scotland, Wales, South East and South West England. That way we won't get accused of being 'regionalist'. Hurrah!

Runners-up will receive one of 30 copies of Empire's stomping fantasy/ beat 'em up, *Deathbringer* – that's 10 copies up for grabs on each format: ST, Amiga and PC. Finally, another 10 lucky readers will get a rather fetching Empire T-shirt.

So what do you have to do? To put you in the right mood, we've penned a quick fantasy novella for you. The only problem is, our naughty art department have chopped out half of the dialogue. What we want you to do is to replace the missing words from the novella. You can write anything you like, but you must try to keep the story flowing. Got that? OK, here goes...

RULES

- **Any employees of Empire or Dennis Publishing caught trying to enter will be put into a cell in Broadmoor for a day's role-playing with 'Big Reg'.**
- **The Editor's decision is final and no correspondence will be entered into. If you try and phone us we'll pretend to be the Thorax The Warrior Adventure Line. (So nerr!)**
- **All entries must be received by December 31st or they'll be exiled to the Kingdom Of Wastebasket, where dwelleth the apple cores, screwed-up pieces of paper and remains of yesterday's tuna and sweetcorn sandwich.**

By the shades of Elfinbroom, where the lowly Flibble toils wearily through the leafy glades, young Elthric Beadle, third son of Torvar the Pooh sat idly by Olkgroib bank fishing in the flowing torrent. But lo, fore ye could say 'Balrog's your uncle', a dark shadow was cast over Elthric and a doom-laden voice rang out.

"____", it bellowed.

"Ulp," Elthric feebly emitted. A moment's silence followed in which the young Grommet regained his confidence. "Who are you, stranger, and what does the Iron Truss Of Zardovia mean to you?"

"____," said ______________ (Insert stranger's name here.)

"But that would be against the Laws of Holness The Bobbit, not to mention physically impossible!" gasped Beadle.

"______________!" spat ______________ disdainfully.

"By the honour of Greyskull!" shouted Elthric, outraged by the stranger's comments.

"____" ______________ retorted.

"But surely to obtain such a quantity of margarine would be a task worthy of the mighty Dongarcon alone?" Elthric asked, curiosity gaining the upper hand over outrage.

"____" the wily stranger said quietly.

"I'll never let you insult the noble sisters of the order of Sloth Bladder," Elthric cried, before the stranger cleaved his skull in two with his double-handed sword.

The End.

Done that? Right, now jot down your name, address and computer format on the coupon below and send the whole caboodle to: **'Greetings Postie, I Am Scurfbot, Son Of Dandruff, From The Realm Of Oriflame' Compo, ZERO,14 Rathbone Place, London, W1P 1DE.**

Name ______________________________

Address ______________________________

Post Code ______________________________

I own an ☐ ST ☐ Amiga ☐ PC

☐ A broadsword knownst as 'Spleen Splicer'

(Tick as appropriate.)

HASTA LA VISTA BABY!



***"Why magic?" we hear you cry. Well here's a short play to illustrate the jacket's rather special qualities...**

BEFORE

Torremolinos in August. 35 degrees in the shade. You, wearing a white workman's vest, sidle up to a gorgeous babe.
You: *(Flexing your lobster-red biceps)* Grrrr, give me your address there.
Babe: *(Moving away)* You serious or what?
You: *(Leaning lasciviously)* Your clothes, give them to me now.
Babe: Bog off, prawnhead.

AFTER

Two months later. Torremolinos (still). September. 20 degrees in the shade. You, wearing your new Terminator leather jacket, sidle up to a gorgeous babe. Funnily enough by some uncanny coincidence, she happens to be the same 'babe' as before.
You: *(Signs of sunburn covered by jacket's sleeves)* Grrrr, give me your address there.
Babe: *(Eagerly)* It's number 69 Gropington Terrace, Badely, West Yorkshire.
You: *(nonchalantly)* I'll be back with my Uzi nine-millimetre.
Babe: Oooh lovely. Can't wait!
You: *(Strolling coolly away)* Hasta la vista, baby! *(Spanish Translation: See you around, doll!)*

So you see, you too could be delivering such genuine Arnie Schwarzenegger, crap chat-up lines to a whole gaggle of chicks – and get away it! Yes in order to be a 'wow' with the girls, you need one magic item, only available from ZERO. And for those of you who haven't been paying attention or who don't like plays, that critical item is, of course, *The Terminator* leather jacket. Beautifully embossed with *The Terminator* logo on the upper back, this is a crucial fashion accessory for all cool dudes. And you only stand a chance of obtaining it by entering this competition. But again that "why magic?" question keeps cropping up. Well, this jacket has been cunningly injected with Arnold's very own pheromones and will prove irresistible to the fairer sex. And even if you don't win the jacket, you're still in with a chance, 'cos 20 runners-up will receive a copy of Ocean's *Terminator 2* game complete with limited-edition T-shirt.

BABY TALK

So what do you have to do to win this incredible prize? Just match the baby phrases to the people listed below. We've also included some crafty 'bogus' phrases just to make things that teensy bit trickier for you – so note that only three are correct. Then pick up the phone, dial (0898) 299 244, wait for the tone and give your answer in the following manner e.g. 1.D, 2.E etc...

1."Who loves you, baby?"
2."I'd rather watch telly, baby."
3. "Where are you baby?"
4."Baby love, oh baby love."
5."My, what an ugly baby."
6."Let's hit Tesco's, baby."

A.Betty Boo
B.Noel Edmonds
C.Telly Savalas
D.Richard Madely
E.The Supremes
F.Mrs Kruegar



RULES

1. Employees of Dennis Publishing or Ocean caught entering this compo will be subjected to 30 continuous performances of *Kindergaten Cop*.
2. Entries phoned through after November 30th 1991 will be terminated.
3. The Ed's real name is Sarah Connor – so observe the rules, or else!



WIN!

ONE MAGIC* *TERMINATOR* REAL LEATHER JACKET!

20 COPIES OF *TERMINATOR 2* GAME WITH LIMITED EDITION T-SHIRTS! ALL KINDLY DONATED BY OCEAN!

ARNIE TALKING TIPS

1. **Please, please, please get the billpayer's permission before dialing. We refuse to be held responsible for billpayer's wrath. Calls cost 34p cheap rate, 45p all other times.**
2. **Make sure you dial the right number, and give your name and address and computer format, should you happen to come close-second.**
3. **Be sure to speak in a thick Austrian accent – it'll greatly improve your chances of winning.**

(0898) 299244

CRYSTAL TIPS*

*AND ALISTAIR

Hello sailors! We spent all month looking for *Rich Pelley's* copy, only to find out he'd run away to sea – tax reasons, probably. Luckily a small bottle containing a faded manuscript turned up in the old ZERO letterbox the other day. We only hope he makes it back for next month. Then again...



"Blimey, Rich, shiver me timbers, we was only joking about that last remark. And I mean that most sincerely, folks!"

★★★ ZERO ★★★ COMPLETE SOLUTION

CRU



Hello! If I was to ask you who you thought had written the following complete solution to *Cruise For A Corpse* then, although negligibly small, the chances of deciding that it was Jeremy Beadle would probably outweigh the probability of the name Mrs Howard (from Sheffield) springing to mind. However, Jeremy Beadle won't be receiving a thankful bundle of games from us. Spookily though, a certain Mrs Howard (from Sheffield) will.

Story begins 8am in Niklos Karaboudjan's office. Find note next to ashtray, Take, Unfold and Read > 8.10am.*
Show note to bartender in bar > 8.20am
Read prayer book, Take letter, Read letter.
Speak to Tom in smoking lounge > 8.30 am.
Father Fabiani's cabin, left-hand nightstand, Pull case. Open case. Search case > 8.40 am.
Daphnee and Suzanne's cabin. Speak to Julio > 8.50am.
Toilets main deck port side. Take soap off sink.
Upper deck, Speak to Suzanne > 9.20am.
Smoking lounge, Find paper under chair. Take > 9.30am. Examine receipt.
Upper deck, Speak to Suzanne for new information.
Tom's cabin, Speak to Tom.
Julio and Raoul's cabin. Speak to Julio > 9.50am.
Upper deck, Speak to Fabiani > 10.00am.
Julio and Raoul's cabin. Find key on carpet. Take key > 10.10am.

ALL AT SEA

Niklos Karaboudjan's office. Insert key into lock on roll-top desk. Take thank-you note > 10.20am.

***Oh by the way > means time advance.**

Read thank-you note. Open jewel case. Examine clasp >10.30am.
Dining room. Open drawer. Examine drawer. Take engagement invitations > 10.40am.
Walk down main deck portside. See Tom and Rebecca on upper deck > 10.50am.
Fabiani's cabin. Speak to Fabiani > 11.00am.
Julio and Raoul's cabin. Speak to Julio > 11.10am.
Laundry room. Read signs on wall. Examine guests' laundry basket. Find bathrobe. Examine bathrobe. Find necklace > 11.20am.
Rear hall. Speak to Dick > 11.40am.

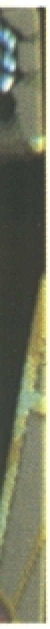
THIS IS THE SEA

Smoking lounge. Speak to Tom for new information.
Fabiani's cabin. Speak to Fabiani for new information.
Daphnee and Suzanne's cabin. Search wardrobe left side. Find cosmetic case. Take prescription > 11.50am. Read prescription.
Bar on counter. Take glass. Take whiskey > 12 noon.
Upper deck. Speak to Suzanne. Speak to Suzanne again. Give drink to Suzanne > 12.10pm.
Speak to Suzanne. She shows you a letter > 12.20.



UISE FOR A CORPSE





Smoking lounge. Speak to Tom for new information.
Fabiani's cabin. Speak to Fabiani > 12.30pm.
Walk forward towards Rebecca's cabin. Look through porthole above fishing nets > 12.40 pm.
Suzanne and Daphnee's cabin. Search wardrobe on right. Search pile of laundry. Find envelope. Take envelope. Examine envelope > 12.50pm.
Rebecca's cabin. Speak to Rebecca for new information.
Upper deck. Speak to Rose > 1.00pm.

THE SEA, THE SEA

Bar. Speak to Suzanne for new information.
Dining room. Speak to Fabiani for new information.
Nilklo's office. Speak to Hector for new information.
Daphnee and Suzanne's cabin. Speak to Daphnee > 1.10pm.
Rear hall. Speak to Dick for new info.
Dining room. Speak to Fabiani. Ask about Agnes' son > 1.20pm.
Laundry. Search pot. Take key.
Examine key.
Fabiani's cabin. Search Fabiani's wardrobe. Under cassocks, Find pocket watch on floor. Take watch. Examine watch > 1.30pm.
Outside Fabiani's cabin. Speak to Julio. Ask about pocket watch > 1.40pm.

THE SEA HAWKS

Nilklos' office. Speak to Hector. Ask him about Fabiani's poker game and Niklos and Fabiani's dispute > 1.50pm.
Upper deck. Find bag. Search bag. Take gun advertisement > 2.00pm. Speak to Rose > 2.20pm.
Tom's cabin. Open wardrobe. Search sheets. Find letter. Close wardrobe door. Read letter > 2.20pm.
Upper deck. Suzanne falls in the sea. Right hand lifebelt. Fling > 2.50pm.
Suzanne saved. Shows letter from Agnes > 3.00pm.
Daphnee and Suzanne's cabin. Find cabin has been ransacked > 3.10pm, close wardrobe door. Music box on floor. Open music box.
Examine music box. Insert small key. Block ballerina. Turn key. Take letter > 3.30pm. Read sheet of paper.
Bar. Wait for someone to call you from outside > 3.40pm. Stand and watch the action > 3.50pm. Take Daphnee's purse (on the floor behind Julio).



SEASIDE SPECIAL

Daphnee's cabin. Speak to Daphnee about Suzanne for new information and Ask about Agnes' will > 4.00pm.
Exit Daphnee's cabin. Walk round the main deck. Four characters will call you in to give you information (*"psst inspector"* etc.) > 4.10pm.
Rear hall. Speak to Dick > 4.20pm.
Julio's cabin. Step to one side. Find note on the floor. Examine note. Take note > 4.30pm.
Butler's cabin. Watch the action > 4.40pm.
Kitchen. Take can-opener (on top of the unit in middle of room). Hatch in floor in front of sink. Open hatch. Hoist down to hold. Take crowbar (left-hand side by crates). Use crowbar on middle crate (Examine – nothing suspicious). Take tin. Examine tin. Use can-opener on tin. Examine plank on floor on left of large case. Use crowbar on plank. Move to one side to see into hole. Take reel of film > 4.50pm.

DOCTOR AT SEA

Engine room. Examine screwdriver on top of can at the side of butler's cabin. Take screwdriver > 5.00pm.
Smoking lounge. Pull out projector. Examine projector. Put reel of film on projector. Use screwdriver on screws to remove projector hood.
Operate switch > 5.10pm.
Rear hall. Daphnee gives you letter from Suzanne > 5.20pm.
Suzanne's cabin. Examine Suzanne's body > 5.30pm.
Captain's cabin. Take book (3rd book, 2nd shelf) > 5.40pm. Examine book. Open book. Examine inscription ('Incal').
Niklos' office. Examine books 3rd shelf. Rearrange books to spell 'Incal'. Leaving first space blank > 5.50pm.
Throw soap through open secret doorway > 6.00pm.

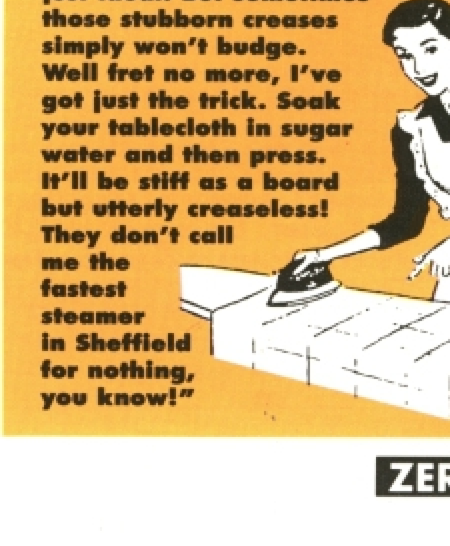
NOW SEA 'ERE, MATE

Enter secret room. Examine puppet. Look at poster (Ostrovitch). Search mafioso > 6.10pm. Take puppet > 6.20pm.
Smoking lounge. Show puppet to Daphnee > 6.30pm.
Captain comes to tell you ship is berthing. Everyone is called together. Raoul is to name the murderer. Because of your own powers of deduction, the choice is yours. The game will only finish with the right choice. When all the suspects have gathered, place the arrow on the suspect of your choice. Do you really know who did it? OK – it was Dick who did the dirty deed!
NB: To gain the information that allows you to deduce who the murderer is, it's best to talk to all characters with all lines of dialogue whenever you come across them. And that's it!

STOP

MRS HOWARD'S HANDY HINTS

Hello fellow hint searchers! It's Mrs Howard here. You know, there's nothing I like more than a good press and these pretty tablecloths are just ideal. But sometimes those stubborn creases simply won't budge. Well fret no more, I've got just the trick. Soak your tablecloth in sugar water and then press. It'll be stiff as a board but utterly creaseless! They don't call me the fastest steamer in Sheffield for nothing, you know!"



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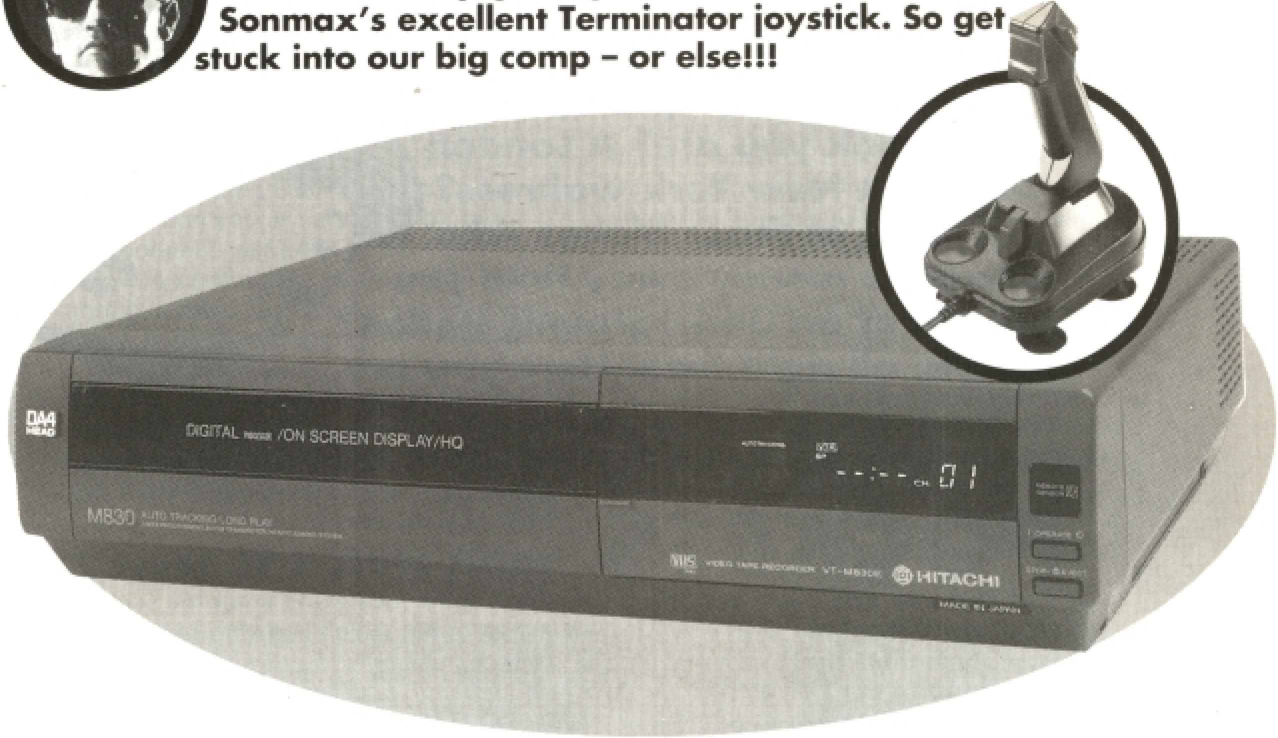
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COMPO

STICK AROUND!



...says Arnie and, let's face it, who's likely to be man enough to disagree with him – especially when he's only getting excited about the arrival of Sonmax's excellent Terminator joystick. So get stuck into our big comp – or else!!!



WIN!
A VIDEO RECORDER AND *TERMINATOR* VIDEO!

WIN!
20 JOYSTICKS! ALL FROM SONMAX!

In order to celebrate the unveiling of this juicy joystick, Sonmax is giving one of you lucky blighters a chance to discover how close the resemblance is between the Terminator joystick and big ol' Arnie in *The Terminator*. They're literally giving away a fab Hitachi video recorder and a copy of the original movie – so that you can compare the joystick to the man!

And even if you don't win the vid, 20 runners-up will win a brand spanking new Terminator joystick. You can take this along to the cinema to see how it looks next to the action-man hero if you're that bothered.

Now, regular readers of *Yikes* will know that the most important feature of any joystick is not how many micro-switches it has, but how 'high' it is.

So to test the Terminator stick we've put it on top of four record-breaking tall things. All you have to do to win is decide which joystick is highest. Then ring us on the special competition hotline (0898 299 250) saying the number of the highest joystick and how high you think it is, to within one metre.

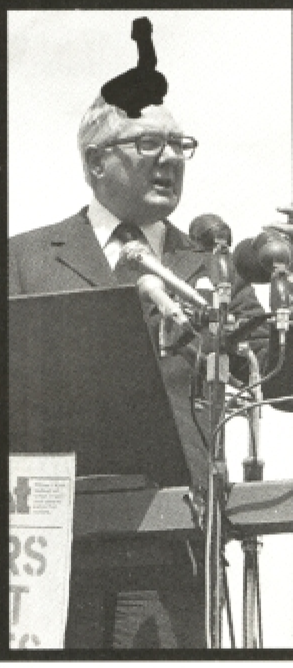
RULES

- Any employees of Dennis Publishing or Power Play/Sonmax entering will have an Uzi 9mm to deal with.
- Don't ring up after November 30th 1991, or we'll shove your joystick in a very 'unusual' place.
- The Ed can say "Hasta la vista, baby" in a near-perfect Austrian accent, so obviously what he says stands.

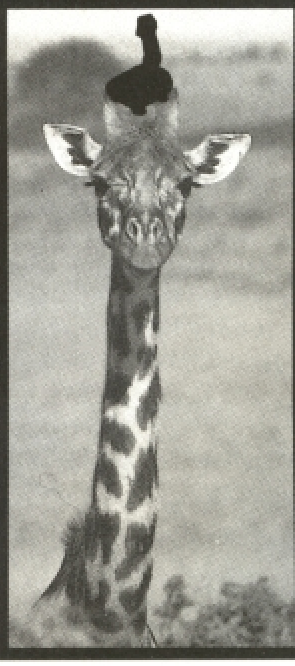
☎ 0898 299 250 ☎



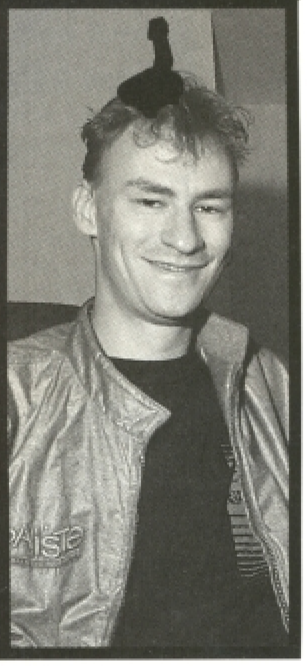
1 Tallest piece of cutlery



2 Tallest Prime Minister



3 Tallest living mammal



4 Tallest ZERO person ever

WATCH OUT!

1. Get the bill-payer's permission to use the phone, otherwise both you and your call will be terminated. Calls to the competition line cost 34p cheap rate and 45p all other times.

2. Make sure you dial the right number. If someone starts talking about 'waggling' your joystick, hang up.

3. State your name and address, and complete the optional tie-breaker – "I like Mike Morris from TV-am because..."

crystal tips*

*and Alistair

MORE TOPPER TIPS!



You want more tips? What do you think you are? A London cabbie? A New York waitress? One of those blokes who demands money every time you walk out of an Underground station? Oh, all right then! Here you are...

MAGIC POCKETS

"If at first you don't succeed, ring up the programmer and ask him how to cheat." That's always been our motto here at ZERO apart from the increasingly popular "If at first you don't succeed, get someone else to do it and take the rest of the day off" slogan, of course). Here's the way that Steve Kelly of the infamous Bitmap Bro's told me to skip through the game via the level-to-level warps.

FROM LEVEL 1 TO LEVEL 2

Assuming that you've played the game a bit, getting to the second secret room should be a metaphorical picnic. So go there, then. Make use of the Power Up system to trap the mad flying bat and burst the bast. Collect the resulting silver star BEFORE you pick up the gold one which was in the room when you arrived. If you'd already taken it then the teleport won't work. Hmmm. Perhaps I should have mentioned that bit before hand. Then collect the teleporting helmet and you're away.

FROM LEVEL 2 TO LEVEL 3

Once again locate and enter the second secret room, which you should be able to recognise by a Venus Fly Trap. There should also be a silver star in here which you should collect. Use the sweet machine to produce at least ten sweets, allowing the Venus Fly Trap to eat them. Then trap and burst him, and a gold star should appear. Er, hang on. Have you already picked up the silver star? Oh, I told you to, did I? Ahem – I've just remembered Steve said that on this level the order to collect the stars in is gold then silver (closely followed by teleport helmet). Sorry about that.

FROM LEVEL 3 TO LEVEL 4

Continue as normal throughout the first section, taking note of the whereabouts of the first water-filled gap that you come across. Continue until you come across the diver's helmet which you should, yep, pick up and shove in your (magic) pockets. Traipse back to the aforementioned water and plunge in. The helmet now allows you to swim down, so do so until you can see and collect the silver chalice – which should in turn reveal the teleport helmet.

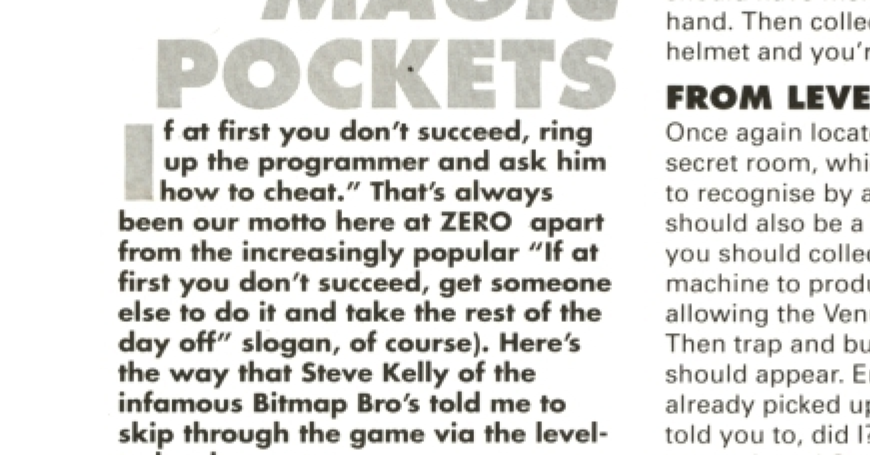
FROM LEVEL 4 TO LEVEL 5

Ah, wouldn't you like to know! Tee-hee!

BLADE WARRIOR

Next up this month is Image Works, who was kind enough to fax through a complete solution to its rather new game, *Blade Warrior* for you lucky people to, well, read and use. OK mate, how do you complete *Blade Warrior* then? Easy. Simply...

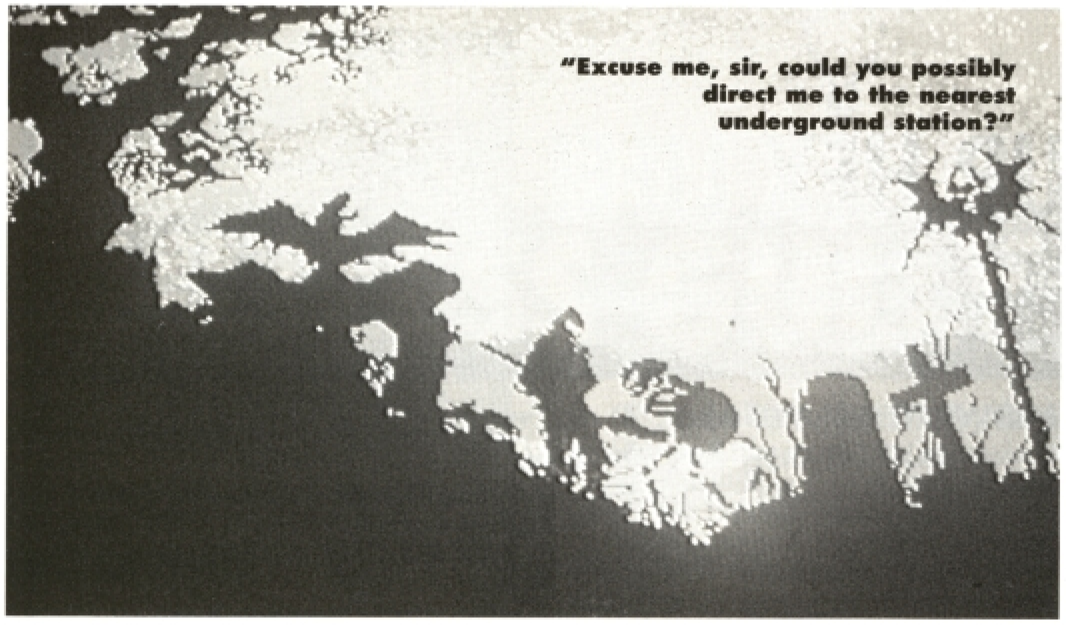
1. Gather some ingredients together and make the HEAL and WATER spells.
2. Visit the West Wizard and trade the ingredients for the TRAVELE spell, and again for the AMULET of the MOON.
3. Make the TRAVELE spell.
4. Collect the key located near the Swamp Wizard's Tower.
5. Go to Ginit's Amulet, take the key, kill the skeleton guards and then grab the amulet.
6. Pop in to see the Swamp Wizard, and while you're at it trade the Amulet for a tablet fragment.
7. Collect the silver ring from the South Wizard level, killing the skeleton guards and grabbing the ring as you go. Then visit the South Wizard and swop the ingredients for a stone flute.
8. Go to the NE top corner of the map and lay your hands on the Veritas leaf.
9. Visit the Pine Wizard. Gather together enough ingredients... for another stone flute.
10. Trade the Veritas leaf for the Name.
11. Trade the 'air' ingredients with



A quick fiddle in my pockets and...



...Wham! The wall's collapsed!! Talk about sexy!!



"Excuse me, sir, could you possibly direct me to the nearest underground station?"

the West Wizard for the SMOKE and EARTH spells.

12. Venture up to the top of the map and find the beehive. Here, cast the Smoke spell and then attack the hive, closely followed by collecting the crystal.

13. Go to the West Wizard and exchange the ring for a tablet fragment.

14. Visit the North Wizard who'll be delighted to trade either of the flutes for the helmet, and the TALISMAN of the MOON for a tablet fragment.

15. Go to the East Wizard. Trade the Helmet for the TRAVELE spell (you already have this but the Wizard must already have the helmet for the next trade to work, and then the Name for, (you guessed it), a tablet fragment.

16. There are a number of flying Banshees on the East Wizard's tower level. When you are attacked by one, immediately cast EARTHE at it and follow it, continually casting EARTHE until it is dead. Collect the Banshee wail which is done by casting the EARTHE spell six more times.

17. Visit the Palace Wizard next. You can then also trade the wail for a tablet fragment.

18. Go to the path that the Sorcerer's tower is on (it's the red tower on the map). Locate and pocket the Swamp Fish sparkle.

19. Trade the sparkle for a you-know-what with the Pine Wizard.

20. Go to the South Wizard and trade in the crystal.

21. Visit the Sorcerer and he will kindly charge your sword for you.

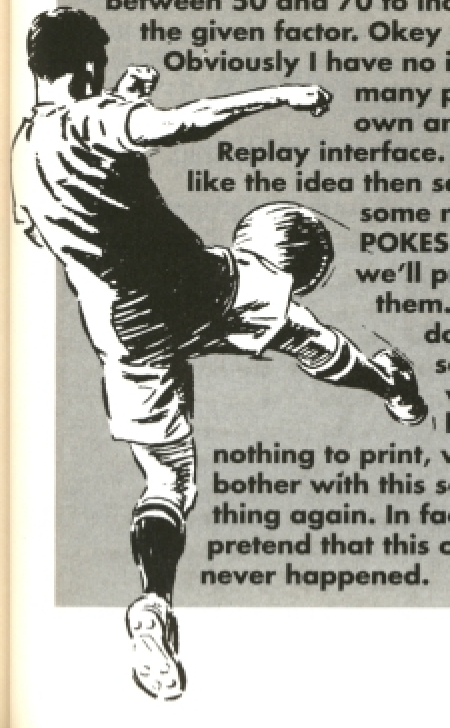
22. Find Murk and kill the Beast with your newly-charged sword. That's it.

OTHER NOTES

You can encounter Murk during the game. Each time you defeat him he will come back stronger the next time. If possible, try to avoid fighting him until the end when he'll be at his weakest. Different monsters require different attacking 'moves' to destroy them. Learn which are most effective. The best strategy is to move into the monsters and hit them as the strike will be more effective than if you fight them from a distance and allow them to back off. Travelling from your own tower on the back of a dragon may return you to the last tower that you visited, depending on what sort of mood he is in. Travelling from any other tower will always return you to your home tower, if you survive the attack of the harpies.

ACTION REPLAY POKES

Sorry, but this was the best title I could come up with. It is in fact a column of POKES, sent in by Julio Riesco, to be used in conjunction with those special Amiga Action Replay interfaces (available from Datel Electronics). Start the game and press the Freeze button and enter the address opposite. You will then be given a line of numbers (see panel) – change the first one to any number which takes you fancy between 50 and 70 to increase the given factor. Okey Dokey? Obviously I have no idea how many people own an Action Replay interface. If you like the idea then send some more POKES in and we'll print them. If you don't, seeing as we'll have nothing to print, we won't bother with this sort of thing again. In fact, we'll pretend that this one never happened.



GAME	ADDRESS TO POKE	TO CHANGE
9 Lives	M005807	LIVES
Brat	M0080B7	LIVES
Escape From Robot Monsters	M043613	CREDITS
Ghosts 'N' Goblins	MC18842	LIVES
Giana Sisters	M008178	LIVES
Gods	M000255	LIVES
Impossimole	M0063DC	ENERGY
Mercs	M0087C9	CREDITS
But finish the first level before using the cheat.		
Operation Wolf	M036F57	WEAPONS
Operation Thunderbolt	M02102B	WEAPONS
Pang!	M00DFD5	LIVES
P.P. Hammer	M01058F	LIVES
To stop the clock, at the address line change 02 to 12.		
Super Wonderboy	M0009F9	CREDITS
Switchblade 2	M00261F	LIVES
Technocop	MC18BE1	LIVES
The Simpsons	M006021	LIVES
The Spy Who Loved Me	M024DB5	LIVES
Xenon 2	M000CB	LIVES
Z-Out	M008328	LIVES

STOP

IMPROVE YOUR HEX LIFE!

If you're hacked off this month, spare a thought for *Jon North*. He's in prison. Still, we managed to sneak a computer and several disks into his cell – just for the hex of it.

CYBERCON 111 (AMIGA)

Who better to start off this month than me? Don't answer that, just chuck this into Amiga Basic, RUN it with your disk in the drive and you'll have infy shields.

```
10 REM Cybercon 111 by Jon North
20 T=O:DIM CHEAT%(1024)
30 FOR X=O TO 119
40 READ B$:B=VAL ("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01168814 THEN PRINT "ERROR": STOP
70 C=VARPTR(CHEAT%(O)):CALL C
80 DATA 4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA 6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA 0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA 429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA 2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA 1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
140 DATA 9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA 48D0,3080,3346,0012,4EAE,FE38,41FA,0032
170 DATA 3218,3018, EAB8,D040,3998,0000,0480,07FF
180 DATA FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
190 DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
200 DATA 0001,0F61,6000,02E8,3E12,41F9,0002,0176
210 DATA 317C,7212,FFAA,317C,4E71,0054,20FC,33FC
220 DATA 6028,20FC,0000,CCBA,30BC,4E75,4EE8,FE82
```

MIDWINTER (AMIGA)

Enter stage left **Funky** and **Zoe**, who've done *Midwinter* for a couple of spook effects – remove the relevant line if you don't want the Poke. And be vigilant when typing it in, as there's nothing to ensure it's OK before it starts. When all's well, RUN it with your disk in DF0.

```
10 REM Midwinter by Funky Gavin and Zoe Harris
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 125
40 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 C=VARPTR(CHEAT%(0)):CALL C
70 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
80 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
90 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
100 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
110 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
120 DATA 28DF,3886,41FA,004A,7000,2200,224D,4EAE
130 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
140 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
150 DATA 4EAE,FE38,41ED,031A,45FA,0028,7023,30DA
160 DATA 51C8,FFFC,2B7C,6000,02B6,0062,4EED,000C
170 DATA 7472,6163,6B64,6973,6B2E,6465,7669,6365
180 DATA 0000,41FA,0016,43F9,0003,17A8,7017,32D8
190 DATA 51C8,FFFC,4EF9,0003,1500,41EE,000E,43F9
200 DATA 0007,0000,22D8,22D8,22D8
```



WHAT TO DO

Load Workbench, then click on the AmigaBasic icon. Type in the listing exactly as shown and SAVE it to a blank disk for future use. Now put your game disk in the drive and RUN the program – it will automatically load and start the game for you, but with the cheats installed. Dead easy.

```
210 REM the line below gives infinite muscle power
220 DATA 21FC,117C,00F9,364A,21FC,000F,4E71,364E
230 REM the line below resets all attributes on status page
240 DATA 21FC,10BC,00F9,3204,31FC,7207,320C,4E71
250 DATA 0000,0000,0000,0000,0000,0000,0000,0000
```

CRIME DOES NOT PAY (AMIGA)

Neil Childs and **Kaye Norris** sent in this routine. It gives infy energy in this Titus game, and to use it, type it in and RUN it with no disk in the drive. Once run, put your game disk in the drive and reset the Amiga with control/Amiga/Amiga keys.

```
10 REM Crime Does Not Pay by Neil Childs and Kaye Norris
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 67
40 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>647403& THEN PRINT "ERROR": STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 PRINT "NOW RESET YOUR AMIGA"
90 DATA 2078,0004,41E8,0022,43FA,001E,45F8,0300
100 DATA 214A,000C,7200,7017,D258,24D9,24D9,51C8
110 DATA FFF8,4641,3081,4E75,41FA,000E,216E,FED0
120 DATA 004C,2D48,FED0,4E75,48E7,8080,206F,0008
130 DATA 0CA8,2940,691C,000A,6634,317C,4E71,071A
140 DATA 303C,4A70,3140,6FA2,3140,7074,D1FC,0000
150 DATA E728,3140,F068,3140,FOFA,3140,0552,3140,
160 DATA 1868,3140,25BO,3140,6520,3140,71AE,4CDF,
170 DATA 0101, 4EF9, 0008, 0000
```

STOP

OK, ST hackers, do your stuff. Last month's bits from Mike Watson were the first ST routines for ages. I know you're out there – so let me make you famous – you'll get a free game or something too! The same goes for Amiga owners – write in to Jon North, ZERO, 14 Rathbone Place, London W1P 1DE.

GUTLESS GULLY

Give us (in no particular order) an 'E', two 'U's, two 'G's, two 'S's, a 'Y' and three 'L's, and what do you get? Er, Gutless Gully, that's what. Well, *you* try writing an amusing intro...

RODLAND

Here we goesy with an itsy-bitsy cheaty-weasy for a game so cutesy-wootsy that I thought it'd be slightly humorous to introduce it as if I was addressing someone with the *mental age of about two weeks. Pause* the game, press the HELP key fivey-wivey times and unpause. But only do this if infinite lives seem like your idea of a good time, of course.

EH?

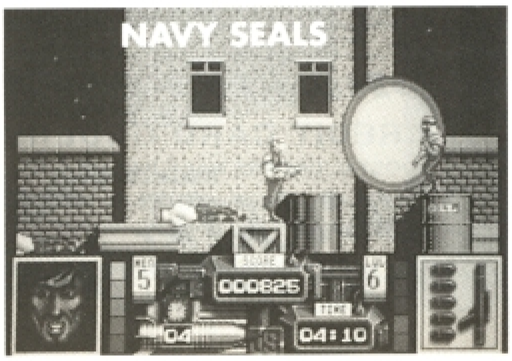
Hooray! Another mad letter, this time from **Paul Redding** (age 10) from Worcestershire. And I quote: "When you face Thomas the dog porse the game and type POWERFIST then unporse so that Thomas charges right through you." This invaluable admonition may be of use to someone (probably the someone who knows what game he is talking about) so I thought I may as well print it. So guess what? I did!

ELF

And why not print this one too? CHOROPOO may well sound more like something that is guaranteed "to give fast and effective relief from chronic diarrhoea", or "to get the toilet so bright, clean and smelling fresh that you could eat your dinner out of it". In truth it is nothing more than the word that should be typed anywhere during Ocean's latest platformer to receive infinite lives.

NAVY SEALS

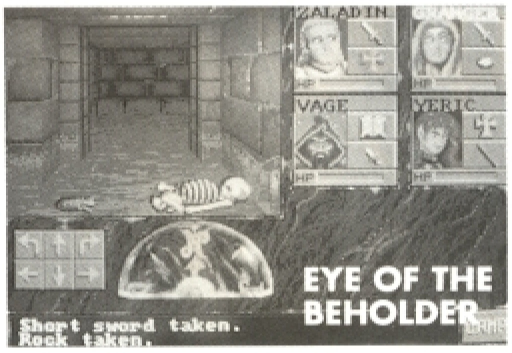
And on to *Navy Seals*. On the high score table, type in PSBOYS (presumably referring to the pant-swingingly popular group, the Pet Shop Boys). Then during the game you can press H to pause the game followed by ESCAPE to skip levels.





THE SIMPSONS

Thanks go to some nice man at **Ocean** for the previous two cheats, along with an extra helping of jolly rapturous applause for this cheat as well. And here it is. Type in the word COWABUNGA on the opening section for infinite lives.



EYE OF THE BEHOLDER

If you're one of those people still sweating profusely over US G's excellent *Eye of the B*, then **Peter Gould**'s humble tip here will probably be a cause for wild rejoicing in the streets. If you make two copies of the second disk, and swop them round every time you reach a tricky part, each time you get stuck it *will be possible (after re-swopping disks)* to start again with all the appropriate doors still unlocked, and all the keys carried when you died still in your pocket.

RBI 2 BASEBALL

And last, but certainly not least, here's a small yet ingenious tip for the suspiciously basebally RBI 2 *Baseball* from **Mark Harris** (no relation). He says that if you stand in the very top corner while batting it is possible to (gasp) hit the ball right out of the stadium. Also, when your opponent reaches third base, keep the joystick held left, use your pinky to hold down SHIFT, then press fire and the player will be hit out every time.



AUNTIE RICHY

In which Rich Pelley very carefully does his makeup, climbs into some frilly women's underwear, slips on his high heels and, once feeling totally at peace with his inner self, answers some of your game snag problems.

Adrian Chan Chee Wing Wang Flong Dong Hoong from Singapore (OK, so maybe I exaggerated a bit) is stuck in the underwater base in *Oppy Stealth*. OK, Ad, here's what to do. Head towards the last screen on the right, Examine the palm tree and Operate it. Then Operate the button, head towards the hatch then Operate. Oh, and don't forget to collect the elastic band from the seaweed first. **Justin Pitaluga** was having trouble grabbing the hook in *Robocop 2* back in the September issue. **Ian Bates**, however, wasn't. He reckons it's this easy:

1. Position Robo baby on the edge of the vat.

2. Wait for the hook to pass over you and rebound off the stopper. Face the direction that the hook is moving, jump up and, well, there you go, Justin, it really is that easy...

John Williams, on the other hand, wants a cheat for *Night Breed*. We've probably already printed one but to give **Daniel Pember-me again!-ton** another mention in the mag, here it is again. Merely type RISEN FROM THE DEAD anywhere throughout the game. Righty ho, then. Anyone else got any problems (preferably pervy ones) that they want seeing to? Blimey!

That's it for now. Feel free to send anything remotely tip-related to me, **Rich Pelley**, at **ZERO, 14 Rathbone Place, London W1P 1DE**. Byee.

STOP



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- NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.
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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).
- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.
- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to di... Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagi... continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent... disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Ve... useful for security.
- NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.
- **PREFERENCES**
Action Replay III now has screen colour preferences with menu setup. Customise your scre... to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save opti...
- NEW **IMPROVED PRINTER SUPPORT -**
including compressed/small character command.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEV... etc.
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if you enter a command without a filename, then a file requestor is displayed.
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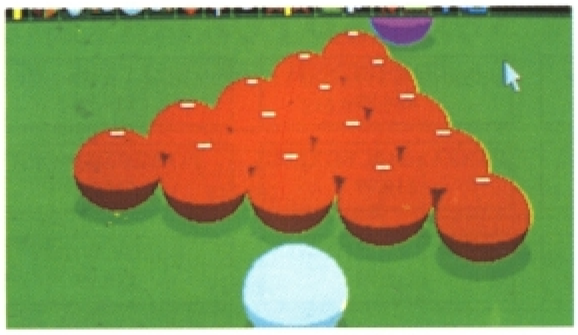
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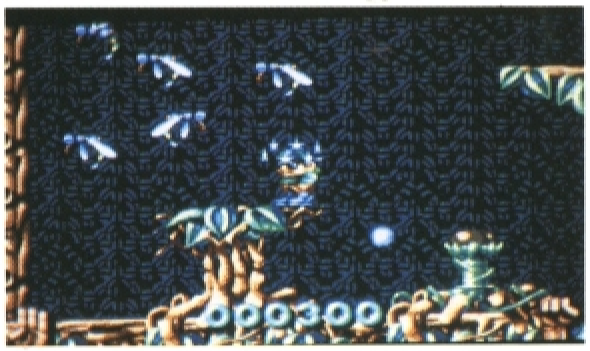
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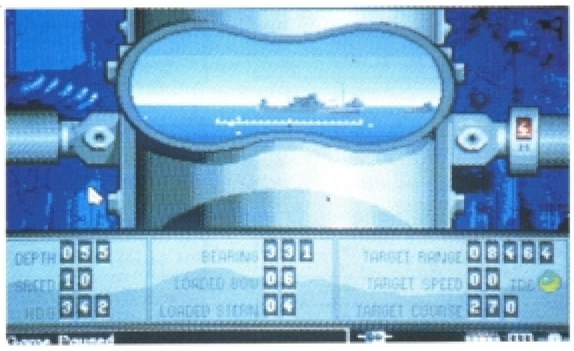
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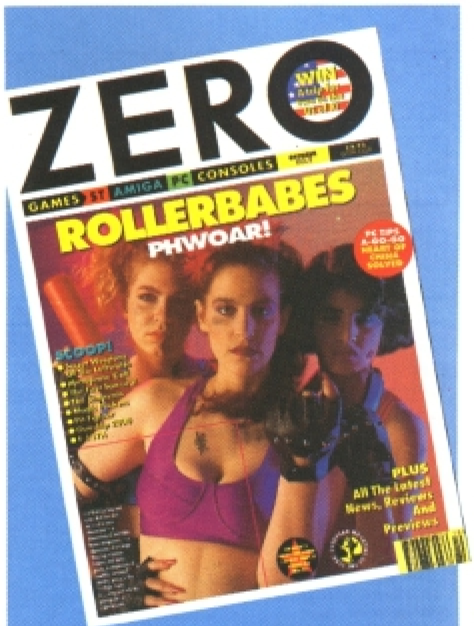
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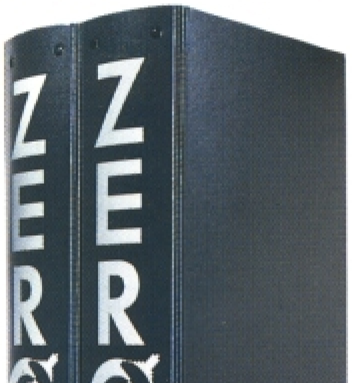
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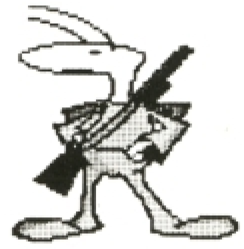
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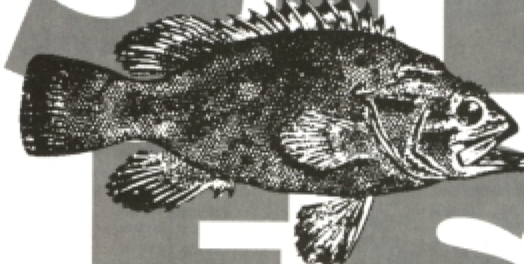
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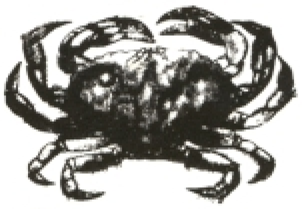
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- 1520. SHAPES 1MEG. Well Addictive
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- 1538. TANX. Super
- 1548. TALKING COLOURING BOOK
- 1549. ESCAPE FROM JOVI III
- 1557. PROPERTY MARKET
- 1570. PNEUMATIC WEAPON
- 1579. SEVEN TILES. See below.
- 1586. MEGABALL. Mega Addictive.
- 1621. MECH FLIGHT
- 1631. TWINTRIS. Excellent
- 1719. MECHANIOD ETC
- 1722. RAID. We love it
- 1747. NO MANS LAND. 2 Player
- 1760. POM POM. Beachhead clone.
- 1765. AIR ACE2. Brilliant
- 1766. CALLISTO
- 1767. CAT&MOUSE
- 1768. MANIC MINER
- 1769. TRIX
- 1771. SYSTEM4. Great
- 1774. ATIC ATAC
- 1777. MENTAL IMAGE GAMES 1. Brill
- 1778. BATTLE PONG

FISH TALES





Our man with a beard *Mike Gerrard* discovers fishy goings on in a Red Herring, tails of herring-do in a new club, and a school of new adventure games to get your gills into. But you'll more than likely still find him swimming around the Gents!

The Ed made a strange request this month, but there's nothing surprising about that. "Put some nudes in your pages," he said. Fair enough, I thought, so I spent the day perusing the latest copies of *Razzle*, *Mayfair* and *Suspenders Monthly*, which I mainly buy for the excellent crossword puzzles. Then I caught the Ed looking over my shoulder, which is pretty weird as I was in the Gents at the time. "No, no, no, you pervert," he said, "put some NEWS in your pages." Dear me. Boring, boring, boring...

KIPPER WELCOME (In the Hillside)

Wouldn't think there was room for yet another adventure fanzine, would you? Well, *would* you?? Answer when I ask you something! Anyway, room or not there's going to be another one and it'll be called *Red Herring*. In fact it'll be out by the time you read this, but it isn't out by the time I write it, thanks to the wonders of the publishing industry.

Red Herring will be swimming your way every other month, and will be covering both the 8-bit and the 16-bit adventure scene. The joint editors are Marion Taylor, formerly the database manager on Micronet's Adventure Helpline, and Sue Medley, whose mug has graced these pages in the past and who also edits *Syntax*, the adventure disk-mag.



If you fillet your copy of *Red Herring* and throw away your bones you'll be left with the usual mix of reviews, solutions, maps, coded hints, news, letters, an RPG section, a PBM section and even short stories of an adventure-ish nature. You'll be able to dip into a database of solutions, currently standing at a total of 800 adventures! Ber-limey! You'll also be able to buy PD discs for your PC, Amiga or ST.

Each issue of *Red Herring* will be what they in the know call 'comb-bound', ie it's got curly plastic bits down the spine, allowing it to lie flat on the desk. It'll be A5 in size, or half the size of this very page of the gorgeous ZERO, will contain at least 80 pages per issue, and will set you back £2.95 in the UK/Europe and £4.50 air-mail. Further details from **Marion Taylor, 504 Ben Jonson House, Barbican, London EC2Y 8DL.**

CLUB TOGETHER

Adventurers seem to love getting together, having conventions, forming magazines, drinking pubs dry with their tales of derring-do, and so on! So here's another club for you to join. The **Adventure and Strategy Club** has arisen from the ashes of the now-deceased Adventurers Club, and several of its more active members have decided to try to keep the spirit of the club alive. They'll be producing a bi-monthly member's pack, with a Reference Book of Adventure, which will conveniently fit into the binders issued by the previous club.

It'll deal with all aspects of adventuring, with reviews, news, hints and starter guides for beginners. They'll be selling back issues of the ACL dossiers, plus binders and indices. There will also be helplines and a software buy/sell/swap service. You must subscribe for a minimum of six months: £14 for the UK (£24 for 12 months), £17 Europe airmail and rest of the world surface mail (£30 per annum), or £26 for outside Europe airmail (£48 p/a). C/O: **Hazel Miller, 17 Sheridan Road, Manor Park, London E12 6QT.**

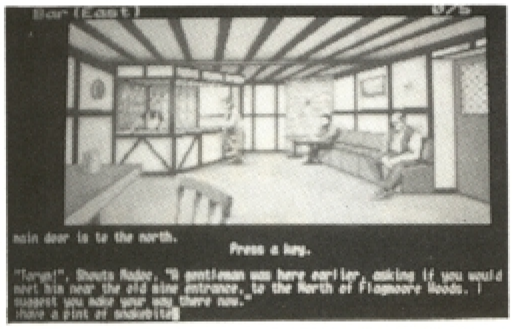
MIKE'S SHAMEFUL ADMISSION

No, I haven't been caught with my hand in the till, or anywhere else for that matter, but I do feel guilty that I haven't had space to review all the adventures that come my way. One reason is that there are so many of them. So much to do, so little time... the other being that virtually all the games that come out on the smaller or independent software labels are for the Atari ST, and if I review all of them I'd be accused of a bias towards the Atari.

Anyway, here are a few of the budget and budget-ish adventures that have come out recently. First there's **Lost Soul** for the, ahem, Atari ST, but with an Amiga version promised. It's a graphics adventure written by **ESD**, who did the splendid introductory sequence to

OTHER STORIES

Powermonger and who have been beavering away on *Lost Soul* for the last two years, off and on. It's got a good old fashioned storyline, being set in an Olde Worlde fantasy land - which looks remarkably bright and new in the neat graphics! Your brother has been banished for practising magic and crippling an old man in the process (sounds like he didn't practise enough), and in revenge he's taken control of



"Another 73 pints and I might think about going to rescue me girlfriend!"

your girlfriend's soul, for reasons best known to himself. So it's your job to get back her soul and put a stop to your brother's wicked ways.

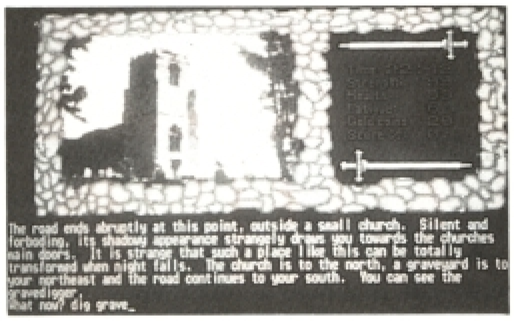
The game has some excellent music, 100 locations (65 of them with pix) and about 200k of text. It costs £19.99 from **MPH, 10 Chandlers Court, Eaton, Norwich, Norfolk NR4 6EY.**

MIKE'S MINI-SCORE 50
A tidge pricey, but won't disappoint

Evilution is such a good title it's amazing no one has used it before. Well they have now, and 'they' are **Nigma Adventures.** For a small two-man team they've gone to a lot of trouble to try to publish a professional-looking product, with a proper case, spooky black-and-white cover artwork, a nifty 8-page booklet and a game that comes on either two double-sided or three single-sided discs for the Atari ST only.

The leaflet contains three pages of prose that's positively dripping with blood: "Far beneath the Earth in darkest hell the Devil used his evil powers to build a bloodthirsty creature... this beast was created in the form of a hideous one-eyed monster, draped in a dark cloak to protect the red flesh as the gastric juices poured from its mutilated body." Hmm, yummy, time for a tomato ketchup butty. Anyway the idea is that you, poor fool, have got to get in there and sort it out.

I like the way the authors have used other characters to add a sense of reality to the game, and these wander around, going about their business, tum-ti-tum-ti-tum. Except that some of them are



Do you hit the road, the graveyard, the church... or the pub?

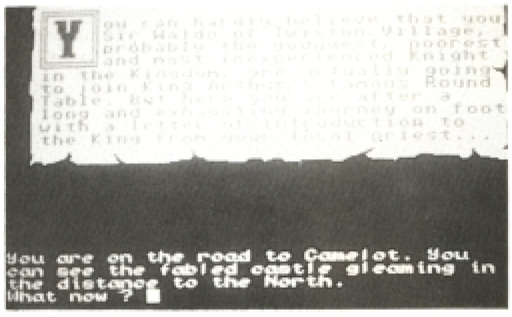
important if you're going to solve the game, and because there's also a real-time element, you have to catch them while they're around and do with them what you will.

Evilution has digitised graphics, a fairly sophisticated parser, a RAMsave/RAMload feature, OOPS command and most of the other stuff you'd expect from an adventure program. It costs £13.95 for the double-sided disk version and £14.95 on single-sided disks, from **Nigma Adventures, 10 Greygoose Park, Harlow, Essex CMl9 4JH.**

MIKE'S MINI-SCORE 62
The best of this month's bunch.

How many Arthurian games can you think of? *Arthur, Lancelot, Conquest of Camelot* to name but three. Now here's another, **Camelot**, from **Labyrynth Softwaere,** though the author says that when he started writing it there were no Arthurian adventures on the market. He must be a slow writer then, 'cos Level 9's *Lancelot* was published in 1988!

Camelot isn't as good as the games already out, or the other games that are mini-reviewed on these pages, being a text-only game that has a distinct disadvantage - on many screens you can hardly read the text, due to a bizarre choice of colours. The first version I played also contained several bugs, though I'm assured these have all now been put right. It's got some decent puzzles but lacks the atmosphere a good adventure needs. If you're producing a text-only game, that's vital. You have to



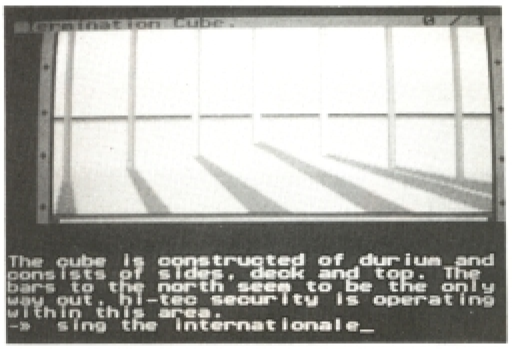
All those great names and I'm *Waldo*!

be a good writer.

Still, on the plus side it does only cost £5.95, being available only for the guess-what machine from **Labyrynth Softwaere, 70 Malletts Close, Stony Stratford, Milton Keynes MKll lDG.**

MIKE'S MINI-SCORE 35
For Arthurian collectors only.

If you're going to produce budget adventures, then you'll have to compete with the standard of **Zenobi Software**, who've got years of experience in the 8-bit adventure market. Their !atest 16-bit release for the Atari ST is **End-Day 2240**, an excellent sci-fi graphics adventure at the unbelievable price of £3.99.



Energy bars? *Me, I'd prefer a Mars.*

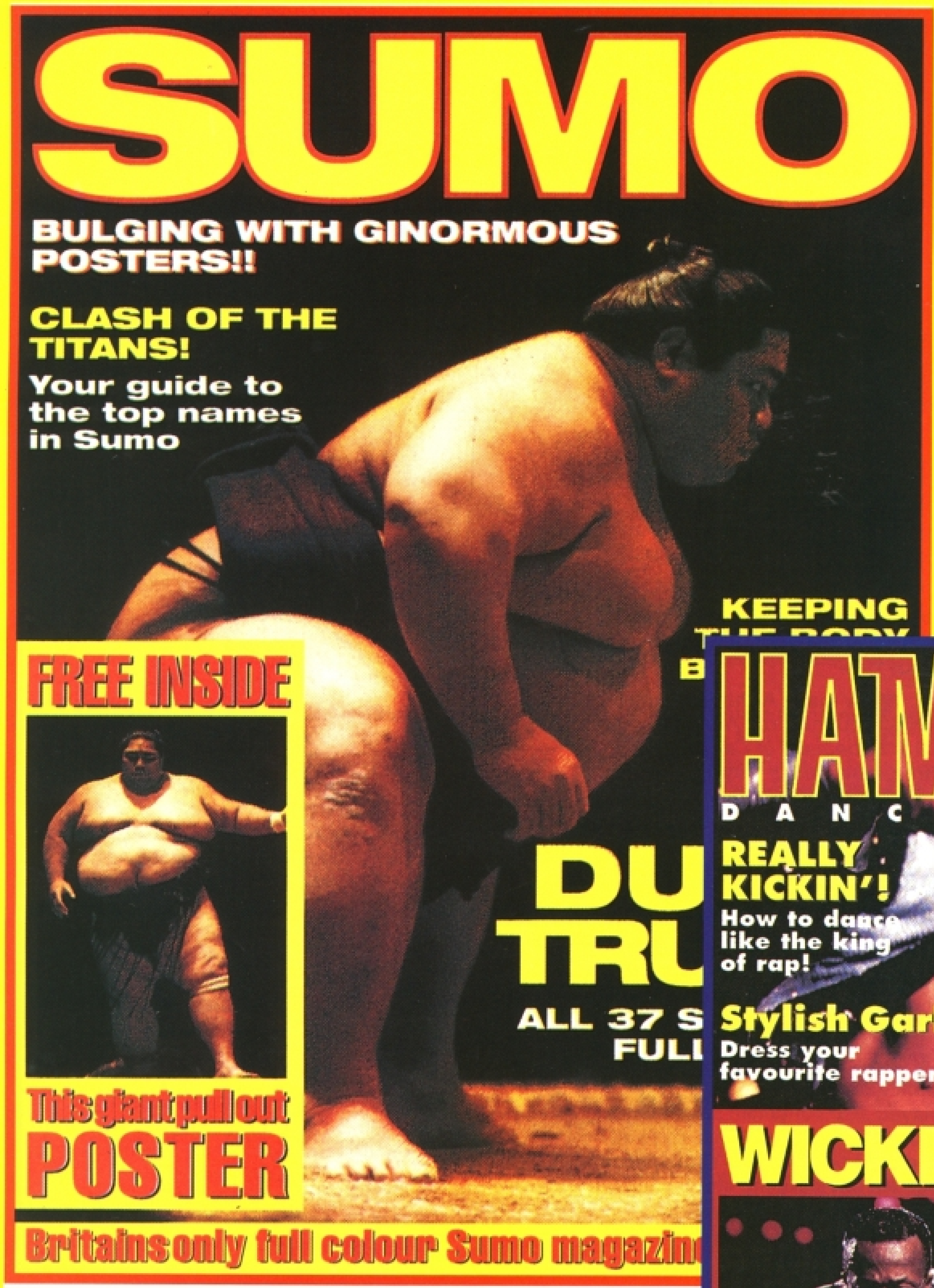
The solution to the first problem is pretty unbelievable too... or at least extremely difficult. You start the game in a termination cell wearing next to nothing (I knew I'd get a nude in here somewhere this month!) and with no objects around to help you. The cell has only one exit, which is a wall that's blocked by energy bars, and if you touch those the guards come running. You die anyway after a few moves, so what the bleep can you do? The answer's something to do with reflecting the energy bars, but could I figure it out? In the end I cheated, as I'd never have got the answer myself by normal means. This happens elsewhere too, as you try to suss out the exact right words the program understands, which is a great shame as it does detract from what's otherwise a good adventure. New players should steer clear, but it might appeal to experienced adventurers who really like a tough nut to crack – though in the end it may be the author's nuts you want to crack! £3.99 but overseas readers must add £1 to cover the extra postage. From **Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.**

MIKE'S MINI-SCORE 45
High on value, marked down for frustrations.



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Send all your old crap to **Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE** – there might even be a rather super free 'gift' in it for you (if we feel like it).

"Where has Dave Excellent gone ?" you may be wondering. "And what about *Black Shape*?" It's really rather observant of you. You may also have noticed the absence of *Claims To Fame*, *Joysticks In Unusual Places* and *The ZERO ST*.

Yes, this month Yikes is slightly different. The reason is simple – we've filled the pages with an advert instead. But it's not just any old advert... this particular one has been placed by someone who had his own spot in ZERO only ten or eleven months ago.

The person we're talking about is Mad Dog, the Fighter Ace. Maybe you remember him? He started his own airline and selected his crew from you lot. The applications flooded in. Pinky "spoons" Pickering made it as a rear gunner. Mrs Ledbury of Oxon made it on board as air hostess number three (she really is a demon with the sandwiches). And there were many more. Unfortunately most of them perished on the maiden flight.

Still, enough about Mad Dog's previous exploits and on to his latest. It's a driving school, and he wants clients! He wants you, basically. Well, he wants your money, anyway – unless you're a chick, in which case he's probably only interested in your body. That's the sort of chap he is. We don't really approve, but he's paid good money for this space, and as far as we're concerned, that's show business.

BABY, YO
MY CAR...

OR HOW TO PASS YOUR DRIVING TEST WITH *THE MAD DOG SCHOOL OF MOTORING*



Hi chaps. (And an even bigger hi to any gorgeous babes.) Yup, it's Mad Dog here, back in the pages of ZERO after quite a long absence. Remember me? Of course you do. Ex-fighter pilots extraordinaire such as myself are hard to forget. I've been damned busy funding my airline recently, in case you're interested. I conned vast quantities of the folding stuff out of stupid bank managers who think I'm nothing but a gung-ho lunatic. I stuck to my guns, though, and came out smelling of roses. Thick purple wads of them. If you need proof, just take a look at my fleet of 36 fully-armed DC-3 Dakotas – all fully paid for (apart from the one with the missing tail-wheel). Yes, Mad Dog Airways is a going concern, flying the bravest passengers to all the main cities in the world – via Bagdhad, Beirut and every other troubled airspace you could care to mention. But enough about my action-packed aerial endeavours, and onto my latest entrepreneurial project. (It's nearer the ground this time...)

DRIVE THE MAD DOG WAY

Yes, sir. Teaching people to drive – that's my new bag. There's never a shortage of punters and I can charge up to twenty quid a lesson – which is the business, it really is. It's money for nothing from where I'm sitting, which, generally speaking, is next to my clients. (Unless they're tasty chicks, in which case we'll both be lying down in the back.)

Now, you may be thinking to yourself something like "If this is a sales pitch, then it's a bad one – fancy telling me he's earning money for old rope." Totally wrong. It's not a bad sales pitch, it's an honest sales pitch. It's the Mad Dog sales pitch, and I don't pull any punches. I tell it like it is. (But that's my fighter pilot training coming out – I was trained to kill not from the hip, but from 18 klicks). Here's the truth about learning to drive. Everyone is trying to rip you off. You simply have to decide who'll rip you off the least – you must choose between me and my competitors. Ask yourself these three questions...

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C Will the driving skills I learn last me a lifetime?

The answers to these questions are 'No', 'Yes' and 'Yes' respectively. Get the drift? Pay exactly the same as elsewhere, but get a guaranteed positive result on your test (and skills which will last you until the oil all runs out and we have to drive Sinclair C5s). You've just been handed the bargain of a lifetime on a gold tray, embossed with diamonds and emeralds. Fail to take it and it's your loss, not mine.

BUT WHAT IF I'M TOO YOUNG TO DRIVE?

What? Nobody's too young to drive. Did the best snooker players start chalking cues in their mid-twenties? Of course not. Look at Stephen Hendry. A world champion by the age of seven, he was potting blacks before he could crawl.

The same basic rule applies to driving – start early to excel. And if you *really* want to excel, then start early with *me* in the co-pilot seat. And remember this – most driving schools expect to see your provisional licence before they'll take you out onto the roads. No licence, no go. None of this nancyboy claptrap with The Mad Dog School Of Motoring – simply stump up the cash and we're off.

CAN DRIVE

BUT WHAT IF I'VE PASSED MY TEST ALREADY?

So you've passed already. So what? You can never have too many driving licences in your back pocket – lose one for speeding and you've got another ready and waiting to take its place.

And there's more. You'll no doubt be wanting to put some *real* 'driving arrows' in your quiver. Not Austin Metro capers, I'm talking Ford Capri jaunts here. Were you taught how to do 360° handbrake turns? No, you weren't. Were you taught how to go 'up on two wheels'? No. But I can teach you. And more. Cars are a piece of cake after fighter aircraft.

THE MAD DOG DRIVING SCHOOL IS FOR YOU...

Now you know what I'm offering, you'll be on the hook. Just to whet your appetite further I'm going to tell you a little more about my operation and even include some hints and tips about the driving test and how to pass.

But whoooaahhh!!! These hints and tips won't be enough to get you through the test alone. They're just there to give you an idea of what you'll eventually be up against, and how I can help where other Driving Schools fall pathetically by the wayside. Let's go...

THE EXAMINER

This is the person who, at the end of the day, will decide whether you win or lose And that's what it comes down to with driving tests – winning and losing. And who can make sure you're not a loser? Me, that's who. Think about this...

When is the best time for a test?

Monday morning at nine-thirty: Not a good start. Your examiner has a whole working week ahead of him and will not be in the best of moods – especially if the weekend has gone badly. (You'll probably be slightly off your stroke too.)

During a thunderstorm: Is there a 'poor performance, but due to bad weather conditions it was hardly surprising' section on the examiner's evaluation slip? Will he tick it? You must be joking! To an examiner, a poor performance is a poor performance, whatever the reason.

Monday morning at nine-thirty during a thunderstorm: Forget it. Don't even bother to turn up. Stay in bed. Cry yourself back to sleep. Wake up with a soggy pillow and sore eyes.

After lunch on a sunny day: Everybody feels better after a good meal, especially if it was a picnic. Examiners are no exception. Your luck is in. (Especially if they've had 'a drink'.)

Friday afternoon at four-thirty: Now we're talking: (1) The examiner is about to knock off for the week and will be in jubilant spirits. (2) All the affluent young mums will be out in their cars, fetching their offspring from primary school. Your test is over at five. You can pass your test while sitting in a queue of stationary Volvos.

Where I come in...

The time of your test (and therefore your examiner's mood) is something that, up until now, has been in the lap of the Gods. Not any more. I can't directly bribe an examiner to pass you, but I can, with the help of a bit of extra cash, influence the day and hour of your test. Fancy a Friday afternoon job? No problems. Why leave it to chance? Just like life, it's not what you know, but who you know. (And I know him. He's called Bunty. We were in the RAF together.)

MOTORWAY DRIVING

Conventional driving schools will shy away from the 'big roads', and excuse themselves by saying that motorway driving is not a required part of the British Driving Test. Hogwash, I say.

What about after you've passed the thing? What do you do then? Left to the traditional methods of 'pretending motorways don't exist', you'll stray onto the three lane demon only to find articulated lorry drivers bearing down on you with their horns blaring and their lights on full beam. You'll panic and will probably crash.

Where I come in...

I'll teach you how to treat the motorway with the contempt it deserves. You are the master and it is the slave. "But you're not supposed to venture onto a motorway if you're a learner," some people will whine. Shut up, I say. Who cares? For a small fee I'll remove the L-plates, and then no-one will be any the wiser. (If the law pull us over we just have to switch seats pretty sharpish – and as my car has mirrored windows they won't be able to prove a thing.)

RECOGNISING ROADSIGNS

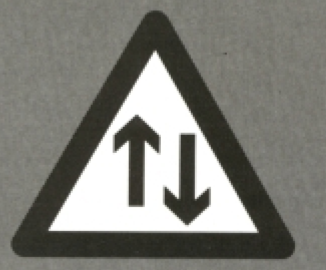
If you're a borderline pass/fail case, an examiner may decide your fate by giving you some roadsign recognition tests. Unfortunately most of them will be unrecognisable to you, no matter how ardently you've studied the highway code. So what do you do? Well, don't panic – it's not so much whether you get the answers right or not, it's how you reply. Total self-belief is the trick – no matter how dumb your answer sounds.

Where I come in...

I can coach you in 'total recognition posture' (or blatant gobshite as we call it in the trade). Here's an example of what I mean: You've pulled over at the end of the test and the little roadsign book is produced. You have to make up for your one mistake of pulling out in front of a bus without looking. So what do you say to these posers?



Don't say "Warning, low flying motorcycles." Your examiner has heard this one a million times before and won't be at all impressed. Try "No roof-rack restrictions" instead.



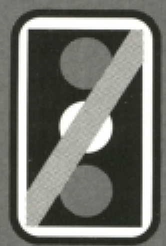
Don't forget, it's the speed and confidence with which you reply that scores the points. In this case, try something like: "Go forwards, or reverse. Sideways movement not necessary."



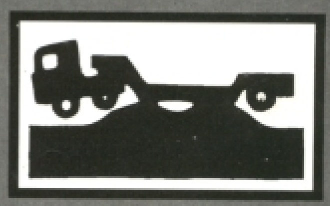
Likewise, here it's speed that counts. A similar theme, so it's easy if you get two like these on the trot. Try "Sideways movement is recommended in certain situations."



"Warning – rowdy pub nearby. Parking here on a Friday or Saturday evening may result in your car aerial being bent. Then you'll have to replace it with a thin wire coat-hanger."



"No Jelly-tots in road, safe to proceed."



"Be careful – there's a very small hill coming up."

NORMAL SPEED LIMITS	Built up areas	Elsewhere		Motorways
Type of vehicle	MPH	MPH	MPH	MPH
Cars (including car-derived vans and motorcycles)	30	60	60	70

MAD DOG SPEED LIMITS	Built-up areas	Elsewhere		Motorways
Type of vehicle	MPH	MPH	MPH	MPH
Cars (including car-derived vans and motorcycles)	140	190	190	270

What you'll learn...
Well, you'll learn a lot. But for starters how about this. Normal drivers, when they miss a junction, tend to drive for miles and miles and miles and miles until the next junction. Then they turn off, turn around, rejoin the motorway and drive for miles and miles and miles and miles all the way back again. Why, for Christ's sake? You can waste an hour of your time with all that palaver.

One of the motorway skills you'll learn with The Mad Dog School Of Motoring is how to reverse back to a missed junction. You simply open all the car doors (more obvious to oncoming traffic than hazard warning lights) and go for it. It takes no more than two minutes – in other words, 58 minutes saved. In my language that's valuable drinking time.

ROUNDABOUTS

Here's what a regular driving school will tell you about approaching a roundabout: "When approaching a roundabout, watch out for traffic already there. Take special care to look out for cyclists ahead or to the side. Give way to traffic on your right, unless road-markings indicate otherwise." Horsebollocks, I say.

Where I come in...
A roundabout is there to help you practice your 'racing line'. Imagine that you're Nigel Mansell, coming up to a chicane at Monaco, with Ayrton Senna in hot pursuit. Approach the roundabout on the outside, take the inside line across it while braking, drop a gear (down to third in our case) and then exit again on the outside, with your foot firmly down again. Try to keep your line as straight as possible, and let the other roundabout traffic take care of itself. That's the basic rule – you have to pretend that an invisible Ayrton Senna is trying to overtake you. Your aim is to stop him doing this.

What your examiner will say about this...
Your examiner will not agree with what I've just said. So don't tell him. (I also teach poncey roundabout approach methods – so don't fret. Simply disregard them after you've passed.)

STUNT DRIVING

"How can stunt driving help me pass my test?" you'll be wondering at this point. All I shall say on the matter is that it *will* help. Believe me. Picture this: You're driving along with your examiner when suddenly an off-white transit van with no silencer overtakes you at speed and carves you up, forcing your vehicle into what we RAF chaps call 'a banked dive'. You're now in a 'probable crash situation'. Your examiner will be holding his breath, waiting to meet his maker.

Where I come in...
I'm the driver of the off-white transit van with no silencer, and we've practiced this little manoeuvre time and time and time again. After our little pre-arranged 'event', you drive at 45° to the horizontal for 500 yards on your near-side wheels and then pull over at the side of the road, plopping the car safely down on all fours – and not forgetting to engage the handbrake. (I'm hiding in the nearest car park in case anyone has called the cops.) Your examiner now feels that he owes you his life.

TRAFFIC LIGHTS

Approaching the lights with normal driving schools...
Green means continue.
Amber means stop.
Red means stop.

Pulling away from the lights with normal driving schools...
Red means stop.
Red and **amber** means stop.
Green means go – but only if the way ahead is clear.

Where I come in...
Again, The Mad Dog School Of Motoring will teach you more. More skills for your money. For a start, I call amber 'orange', not amber. So it's 'orange'. Got it? Orange.

Approaching the lights with Mad Dog...
Green means fourth gear engaged, right foot firmly on the floor, 90 to 100 on the clock and the outside world passing in a blur.
Orange means fourth gear engaged, right foot firmly on the floor, 90 to 100 on the clock, and the outside world passing in a blur. (Just like green, really.)
Red means whacking on the anchors and skidding to a halt so everyone can smell rubber. Barge in front of any queues for a favourable grid position. (Half up on the pavement will do.)

Pulling away from the lights with Mad Dog...
Red means it's time to check the reflections in shop windows for the status of the other traffic lights.
Orange from the traffic lights in the shop window reflections tell you that the cross traffic is about to halt. This is your cue to floor the accelerator and engage first gear. Get ready on the clutch.
Red and **Orange** on your traffic lights is the signal you've been waiting for. Drop the clutch and make a loud squealing sound with your tyres as you pull away. Nought to 60 in 7.2 seconds.
Green. You won't actually see the traffic lights turn green. You're away. You can tell when it happens though, by checking your rear view mirror and watching the 'opposition'. The saps.

OKAY, I'M READY TO LEARN

Of course you are. You're a sensible person. That's why you've read this far. First you have to send me some money though, and this entails filling in a form. (Oh, but there's money off if you're a pretty girl. You've never had it so good.)

STOP

LEARNING TO DRIVE THE MAD DOG WAY

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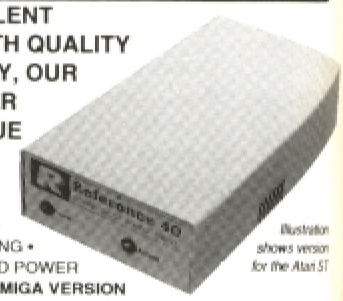


Illustration shows version for the Atari ST

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HARDWARE

● Gameboy for sale! Half year old. Includes all leads, headphones, *Tetris* and *Double Dragon*. Still boxed. Phone 0372 728403. Ask for Alex. Price: £85. Buyer collects.

● Upgraded Amiga 500, 2 Comp Pro Joysticks, £400+ software inc. *Monkey Island, Toki, F-15II, Gods, Lemmings, Kick Off II, Man Utd Europe*. Worth £1,000. Price £350. Phone Jason on 0790 52024.

● Amiga 500 with upgrade extra disk drive, joystick, mouse and over 50 games £400 ono. Tel 0422 340610.

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● Amiga 1Mb, 1084S, monitor, over £800 of games, £100 of PD, joysticks, mice, magazines, demos, new power supply, Hi-Fi leads. Everything you need for unbeatable gaming: £600. Phone Nick 071 229 6741.

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● Amstrad CPC6128 with £1,000 software, colour monitor, tape and disk drives, joystick and many magazines. Want a quick sale. Will sell for only £150. Phone Gavin on (0227) 462359.

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● Atari ST. Many games, joystick, two mice, plus loads of disks. All boxed as new. Only £225, or part exchange for an Archimedes. Phone Will anytime on Ongar (0277) 362198.

SOFTWARE

● Amiga PD to swop. I have wide range of titles. Write to Marcus Goodwin, 6 Churcher Close, Gosport, Hants. PO12 2SL. All letters answered.

● Free Public Domain for Atari ST or Amiga owners. Please send £1.50 for free disk membership and list of available software.

● Amiga owner wants contacts to swop demos, animations etc. So send list/disks to: Francisco Campos Montes de Oca, 2923 Castelar (1712) Bs. As., Argentina.

● New subscriber to ZERO wants contacts worldwide to swop everything. Write to Denis, 16 Gilbert Street, Dover Heights, 2030 Sydney, NSW, Australia.

LONELY HEARTS

● Howdy, I'm looking for a female aged 14-18, preferably sexy(!), who owns an Atari STE/STFM. 100% reply. No transvestites(!) Write to: Doctor Slaughter, 8 Deveron Road, Mastrick, Aberdeen, AB2 6SS.

● Boy aged 15 seek female penpals who are interested in the Amiga demos. Send picture of yourself. Don't hesitate, write to: Karl Larsen, Box 2090, 7001 Trondheim, Norway.

● 15-year-old girl aching to meet horny boys and their hardware. Write to Karen Waheed, 167 Coventry Road, Ilford, Essex.

PENPALS

● Amiga contacts wanted. Looking for contacts in Europe, please send lists or disks to Flipper 23, 1023 Frost Ave, Sarnia, Ontario, Canada N7S 4G6. 100% reply guaranteed.

● Wanted. Amiga penpals to swop games, PD, demos, utilities, and other stuff. 100% reply. Write to Jim, 72 Gateshead Avenue, Bonnybridge, FK4 1AY, Scotland.

● Amiga contacts wanted to swop PD and more stuff. Write to Joe Horton, 64B Westwood Windmill Hill, Runcorn, Cheshire. Also Jerry, I have lost your address, please write back asap.

● Amiga contacts wanted, no overseas, to swop games, utils, etc. Phone 0342 323059 now or write to Mark, 22 Tudor Close, East Grinstead, West Sussex RH19 4SA.

● Amiga contacts wanted. Send disks and lists to Scott Olsen, 49 Williams Road, Raihia, B.O.I., N.Z. Write now.

● Amiga contacts wanted for swopping. Beginners more than welcome. 100% reply completely guaranteed. Send lists and disks to: Ger Meehan, 1 Ferndale Ave, Glasnevin, Dublin 11.

● Amiga and PC contacts wanted to swap software etc. 100% reply. Send disks and lists to Wade, 300 Hangleton Way, Hove, Sussex, BN3 8BN. Telephone 0273 820112. PC advice also welcome.

● Fast and new contacts wanted!! Disk to Mr. B/Royal Amiga Force, 41 Pinner Park Gdns, Harrow, Middx, HA2 6LQ. Lists (80% reply), disk (90%), disks (100%).

● IBM PC contacts wanted, for PD and anything else. Write to Mike, 14 Everest Street, Burnside, Christchurch, New Zealand 8005. 100% fast reply, send lists.

● Hi. Amiga contacts wanted from all over the place. Please send lists or disks to Steve, 73 Saxon Place, Horton Kirby, Dartford, Kent DA4 9JQ or phone 0322 865721.

WANTED

● Wanted. *M1-Tank Platoon* or *A10 Tank Killer*. Will swop for *Chase HQII* or *Hollywood Collection*. Call after 4.30, ask for Gav, 0732 845890.

● Wanted by student. Very cheap 5.25 inch internal or external disk drive for Tandy 1000SL. Contact Michael Wiltshire 0772 561191.

● Wanted. Cheap 3.5" 720k external disc drive for Tandy 1000SL. Contact Patricia Wiltshire, 20 Richmond House, Avenham, Preston, Lancashire PR1 3XN.

● *Speedball 2* wanted will swop *Powermonger, Days Of Thunder, Back to the Future 2*, Amiga originals only! Phone Edward before 6pm on 0732 354515.

● Amiga graphics required for *Dungeon Master* style game. Send disks or printouts of example art to Ross Young, 11 Braesview, Denny, Near Stirling FK6 5NG.

FANZINES

● Amiga disk magazine *Falcon*, full of demos and useful details £1.75. Make cheques payable to Glenn Keeler, send orders to *Falcon*, Cintra, St Georges Close, Thurton, Norwich, Norfolk, NR14 6AY.

MESSAGES AND EVENTS

● Hi Paula Rose. Thanks for an ace time on holiday, don't forget to write, I'll send the photos. What are you like!!! Loads of love, James the Posh Talker.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

● Bonjour, the only death will be mine as I keep mentioning William Holt's name in ZERO. Tom 'Dwarf' Fox.

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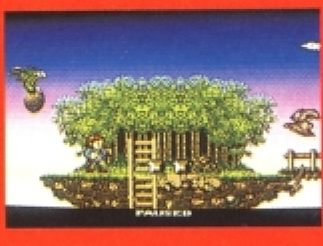


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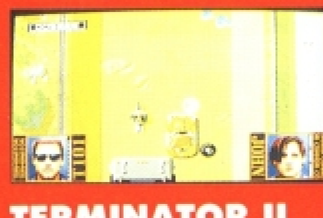
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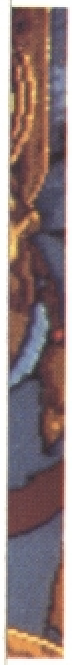


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spear and Odin's sword. When the gods awoke, they realised that in order to retrieve their precious weapons they'd have to impregnate a young virgin on Earth (ahem). This may sound like they felt compelled to follow the Bobby Davro school of thought in emulating the birth of our own dear Lord, but the truth was they didn't have a lot of choice. You see, if gods walk on earth like us mere mortals, they lose their divine powers.

Sooooo... one night, after much thunder and lightning, an innocent young Norse maiden (who didn't even know the meaning of 'tonguies'), was spookily fertilised from above. And so it happened that young Ingrid suddenly gave birth to the baby, Heimdall, without even realising that she was heavy with child.

NORWEGIAN WOOD

And this is where the game begins. It's been divided into two sections – the 'attribute scoring' section and the actual game scenario. The first part follows Heimdall through those tortuous days of puberty and adolescence, voice-breaking and acne, until the village elders hand him a tube of Oxy 10 and inform him that he is the chosen one. *(Ah, he must be starring in the ad. Ed.)* These arcade sub-games are not a gratuitous piece of joystick-waggling. They will actually determine your attribute score (as Heimdall) which will later affect your performance in the RPG part of the game. Your attribute score determines your health, agility and strength and also allows you to pick your band of merry men. You can choose as many as five followers from a selection of up to 30. (For example, if your score is too low, you may have to pick your team from a selection of 21.) They will help you on your quest for the three stolen weapons.

ISSUE TWENTY-SIX ZERO

Swedish super-group ABBA had to ask permission from the ABBA fish-processing plant to use their name!

DECEMBER 1991

ZE

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DISK ONE

MINIMALIST DISK MESSAGE:
If your disk is missing, go and ask the newsagent for another.

BRILL DOUBLE DISK ISSUE!!!

DISK TWO

SURREALIST DISK MESSAGE:
The fat green lady has a donkey named Malcolm.

